CRUISE FOR CORPSE POSTER

APRIL 1991

Megazone

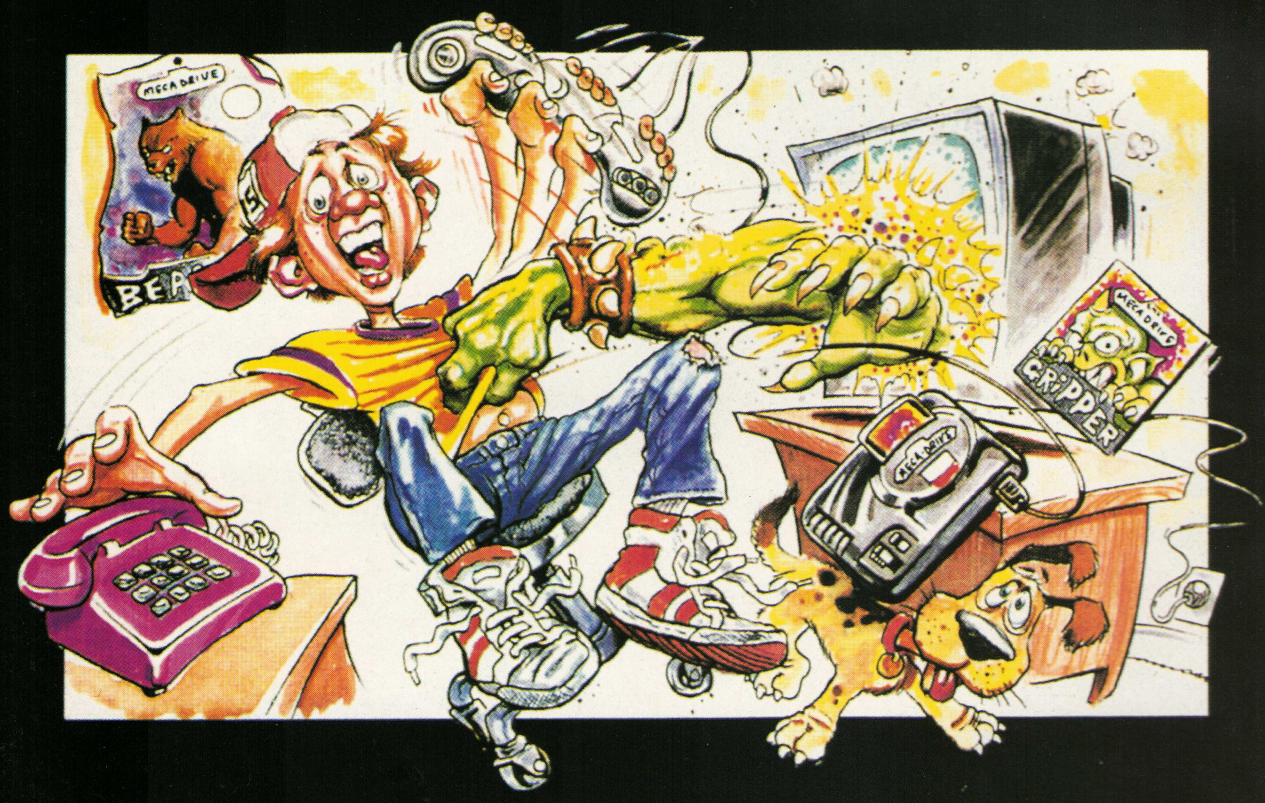
AUSTRALIA'S ELECTRONIC ENTERTAINMENT MAGAZINE

$3.95*
AUSTRALIA

US$3.20, HK$20, NZ$6.95 (inc tax)
REGISTERED BY AUSTRALIA POST — PUBLICATION NO NB03013.

- P.C. CONSOL, AMIGA, ATARI, SEGA. UPDATE
- Software update
- The hottest games reviewed

Who ya gonna call?



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Yo Bro!

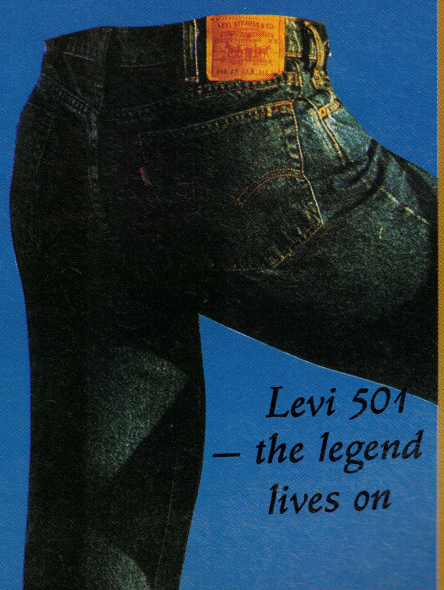
STREET WEAR

Chill out Dudes! Winter's rolling in and it's time to revise the thread situation. I'm atalking "Wardrobe Revision". Now if you want to be an average kind a naff dood man then you can stick with what you got, but if you wanna hang out with the cool club boy you better take a closer look at some serious Street wear, 'cos the street is where it's at.

From the streets of Harlem . . . I say HARLEM come the coolest hooded jackets in a fluoro range of colours to make the streets come alive. The time has long gone when we brothers robed our bones with them musty dismal shades — No way bro! Now it's time to hit the yard for some serious ball, man I'm talking "TWIGHLIGHT BALL". Get off it man you never heard of Twighlight Ball? Hey Man where you been? You heard of Reebok yea? Well they got this boot man it'll send you aflying, you'll be slamming the dunk in no time at all, man they gonna sign you up in the NBA and print your name all over the streets! They call them "TWIGHLIGHT ZONE PUMP BASKETBALL BOOTS" but here on the street man, we just call them "TWIGHLIGHT PUMPS" Bro you just gotta get yourself a pair or you gonna find yourself indoors this winter reading embroidery patterns to your grandma!

Fluoro hoods make the streets come alive

Twighlight pumps



Levi 501 — the legend lives on

Newz

CES Review

Tough competition presented itself to the longstanding market leaders Nintendo, at the winter Consumer Electronics Show. Sega made it quite clear that not only were they in the running, but that they hold market leadership in the 16 bit super console arena. The Megadrive has flooded the US market with sales of over one million units. Sega claims that this year they will develop a total of 100 games to support the machine. However Nintendo are working on the Famicom which they hope to launch this year and if sales of the 16 bit system go as predicted, Sega might find themselves once again with some healthy competition.

While Atari held a rather small stand, the very neat, new Atari Lynx was successfully displayed and generally made a good impression. As well as giving the system a more modern look and feel, Atari have also dropped the price and are working on increasing the available titles from 16 to 30 by the middle of the year.

Happy with their progress, NEC are working on being the first to offer an affordable CD system with a substantial amount of software. The Turbographics CD player runs standard audio, audio/graphics and CD games and sells for around $US400.00. NEC are currently working on a 16 bit super console which is said to display better graphics than the Amiga, but we'll have to wait until the CES show in June for more on the Panther.

Commodore moved away from the games hall and into the main hall. Most of their goodies were CDTV related like the CD690 CD drive for the Amiga. The CDTV should hit the English shelves early this year and Commodore are making a serious effort to lower the cost of this State of the Arts system. Looking forward to an exciting year and a further update from the next show in June — Chicago.

Cruise for Corpse

Coming soon from Ozi Soft is a fantastic new cinematic interactive game called *Cruise for a Corpse*. Set in the 1920's, Cruise for a Corpse contains suspense, action, intrigue and passion to create an exciting, compelling interactive adventure game.

In short, this *hot* new title is about a Mediterranean cruise where the host has been murdered. You are Inspector Raoul Dussentier, on board this cruise, and on hearing of the host's murder, go forth to investigate. On arrival at the murder scene, you find that the body has disappeared . . . you must now solve the mystery!!

No one !

MEGAZONE THE MEGAMAG!

Dear Megafans,

Well, looking over the contents of this fine April issue, it seems that all things point towards wargames. Now I would like to know what you think about this. Do you think that the current political scenario has inspired game writers to write about war, or do you believe that without conscious knowledge, game writers have just sensed the situation (as we all do) and that has lead them to think about wargames and thus write some very hot and major games. Or do you think that some of our best writers are just serious warheads? Do you think it's bad that we sit here firing away at the screen while the real fighting is happening not so far away, or do you think it's healthy to know how these things work, and to play great strategy and wargames at home, not really harming anyone except perhaps the rest of the family who anxiously await their turn. Tell us where you stand in relation to the ethics of computer war games in times of conflict.

Moving along, I would like to apologise to all our readers for some incorrect information that was printed in our August and November issues. The SEGA MEGA DRIVE, has a palette of 512 colours with simultaneous display ability of 64 colours, not 256,000 with simulated display of 64 colours. Thanks to Timothy Woods for pointing out this error and sincere apologies for any inconvenience this mistake has caused.

ED.

CONTENTS

6. NEWZONE
latest news, up & coming top ten titles.

9. HIGH TECH

10. COMMUNICATIONS

12. WAR GAMES
feature — Navy Seals, Flight of the Intruder, Red Baron

16. GUNSHIP 2000

17. HINTS & TIPS

20. PREVIEWS
Heart of China, Last Ninja 3, Epic, Bill Elliot's Nascar Challenge

24. COMPETITION
Navy Seals

26. SEGA — 1
Reader's Reviews

30. CRUISE FOR CORPSE POSTER

34. AMIGA REVIEWS
Line of Fire, Enhanced Special Weapons & Tactics Ninja Remix, Ishido — The Way of Stones, Murder in Space, Robocop 2, Buck Rogers, Stun Runner, The Final Conflict, Dragon Wars, Battle Command, Mystical, Strider II.

51. ARNIE'S INSIDE TRADING

54. GIVING THE GAME AWAY

57. VIDEO

PUBLISHING AND DISTRIBUTION MANAGER
Tim Allison

EDITOR
Steve Merrett

EDITORIAL CONTRIBUTIONS
Dough Johns
Alex Simmons
Andy Mitchel
Steve Kenedy
Elizabeth Ashby

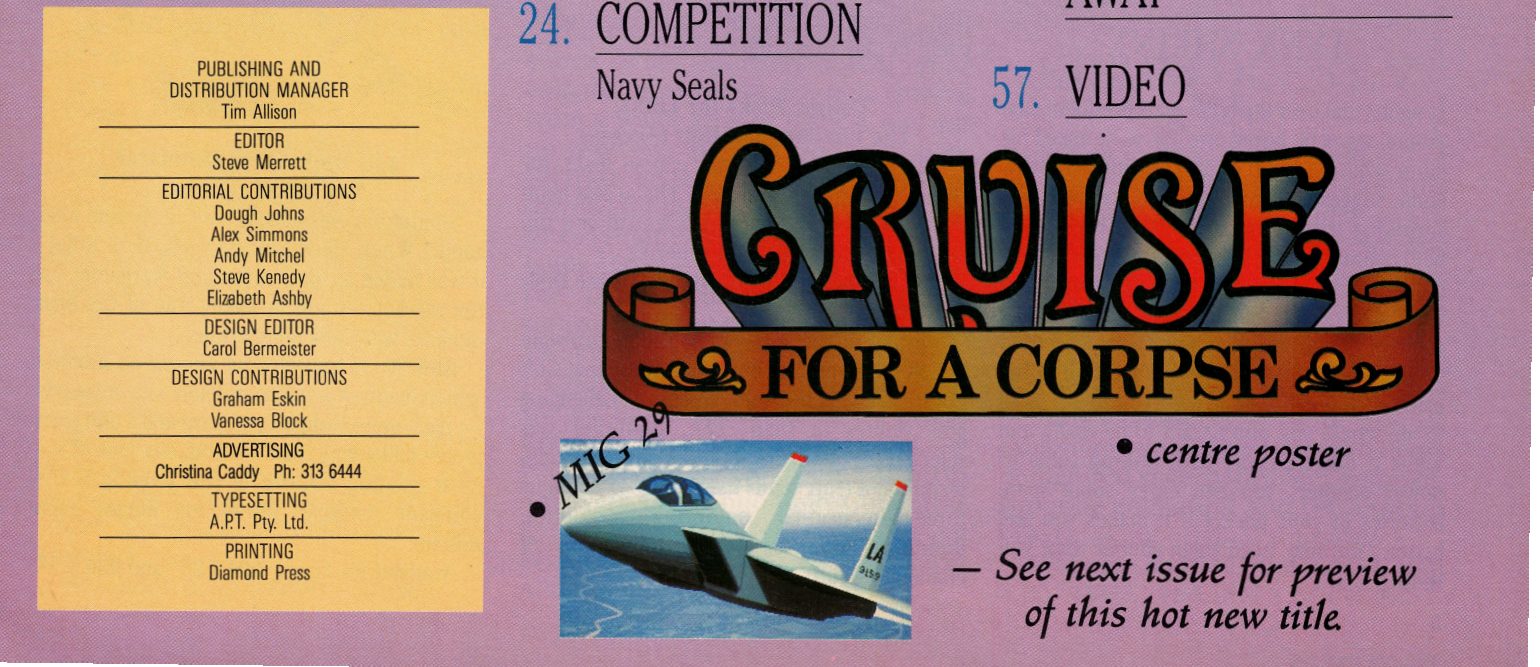
DESIGN EDITOR
Carol Bermeister

DESIGN CONTRIBUTIONS
Graham Eskin
Vanessa Block

ADVERTISING
Christina Caddy Ph: 313 6444

TYPESETTING
A.P.T. Pty. Ltd.

PRINTING
Diamond Press



• MIG 29

• centre poster

— See next issue for preview of this hot new title.

NEW ZONE

THE ENGLISH VOTE

Once a year the British game industry gather to vote on the most spectactular, popular and innovative developments within the industry. Following is a list of who won what and which team of brave and creative wizards was responsible: Adventure project of the year, CAPTIVE from Mindscape; Arcade game of the year, SPEEDBALL 2 from Bitmaps; Simulation of the year, F-19 STEALTH FIGHTER from Microprose; Budget game of the year, INTERCEPTOR from EA's software classics label; Licenced property of the year, LOTUS TURBO ESPRIT CHALLENGE from Gremlin; Best promotional campaign, TEENAGE MUTANT HERO TURTLES from Mirrorsoft; Developer of the year, CORE DESIGN; Technical Merit Award, MIDWINTER from Microprose; Overall Game of the year, CAPTIVE; Console Game of the year, JOHN MADEN AMERICAN FOOTBALL from EA (MegaDrive title); Overall Software House of the year, OCEAN; European magazine of the year, ZERO (sending sympathy to our team at Amiga Action . . . next year guys!) and the Industry Achievement Award went to COMMODORE! Congrats to all winners!

LYNX SHRINX

It seems that over the hols' Atari president Sam Treniel was a bit bored one day so he asked his mum what he could do to keep himself busy. Mum suggested Sam try doing some oven shrinking tricks like the ones we used to do with Smiths chip packets and our sisters' Barbie dolls . . . (not to mention the neighbours' false teeth, dad's Beethoven album . . . etc). Well the result of all that shrinking was a baby Atari Lynx which will undoubtedly cost a fraction of the price so you can take it with you to . . . well to anywhere you don't want to be really and while it doesn't come with link-up cable or power adapter, you can carry some spare batteries in your pocket if it makes you feel better. (You may need them sooner than you think.)

LINK 4

Nintendo have decided that it's not healthy enough to have one on one competition so they've come up with a nasty little gadget that allows up to 4 players to compete at one time. The first game that allows this breeding killer instinct that you nasty little competitors have bubbling up inside, will be a Grand Prix racing game from Nintendo. So you can wipe out your mates on the track and explode with laughter as they slide off track and smash into a million smithereens. Tee hee!!!

ADD-ON DISKS

Are your favourite simulations becoming a little repetitive? Then what you need are some add-on disks to give you a change in scenery and to present a new challenge, while still keeping the original programme's features as you like them!!

Ozi Soft have available add-on disks for golf-simulation freaks and flight simulation freaks. (But, remember, you must have the original game to play these add-on disks.)

***Course Disks for Links: The Challenge of Golf (Access)**

There are two fantastic course disks for Links: The Challenge of Golf. The Access team searched far and wide to present to you the most stunning courses in America.

The first being the **Bountiful Course Disk for Links**.

Nestled in the shadows of the picturesque Wasatch mountains, Bountiful Municipal Golf Course is one of the finest and most challenging golf venues in Utah, USA. Bountiful was selected for its majestic views and relentless terrain and truly lends itself to *Links* fabulous three dimensional contouring capabilities. Bountiful promises to deliver hours of challenging fun!

The second course disk is the **Firestone Course Disk for Links**.

Millionaire industrialist, Harvey Firestone, originally created Firestone Country Club in 1928 for his employees. Completely redesigned in 1959, Firestone's south course has become one of the premier stops in the PGA tour. Every August as the colours change, the top professionals from around the world come to Akron, Ohio, to face the challenge of one of the most demanding courses in the world. These stunning colours were photographed and put to disk in fabulous VGA graphics.

Both of these course disks are available on IBM 5.25″ and IBM 3.5″.

***A10 Tank Killer Simulator Module #1 (Sierra)**

Simulation enthusiasts have never had it so good!! When Sierra released A10 Tank Killer, it was hailed as 'one of the best wargames on the market — and probably one of the best modern warplane simulations'!!

Now Sierra has released an *add-on* module which features seven completely new missions — each more complex, more detailed and even more challenging than the originals. One of the most exciting features of this module is the constant character interaction during each mission.

Available on Amiga, IBM 5.25″ and IBM 3.5″.

MEGA 10
UP & COMING TITLES

CHIP'S CHALLENGE
(US GOLD)

Chip McCallahan is the All-American computer nerd. Desperate for acceptance into the Bit Busters club (and a chance to get into the luscious Melinda the Mental Marvel's good books), he accepts their entrance challenge of umpteen levels of puzzle action.

Chip's Challenge may seem simple at first, but it soon becomes amazingly addictive. The first few levels are easy enough — but this is only to give you a feel for the game. As you progress, the levels and puzzles become increasingly harder.

You are given unlimited lives, but this does not make the game any easier, for the puzzles are complex enough to keep you working incredibly hard at your challenge. To become a club member, Chip must complete the challenge by collecting all of the microchips that had been discarded about various locations.

Seem simple?? That's what Chip thought. A lot of logic and puzzle solving is required — which means a lot of brainpower.

Chip doesn't wield a battle-axe or possess a gun, he in fact has no form of weaponry at all, therefore you must dodge any oncoming projectile or nasty — if you don't — you'll have to start that level all over again! Fortunately each level has a code number — so you can recommence from that level when you start your next game.

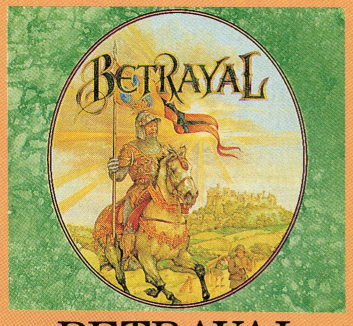
The guys at US Gold have added another special feature for those of you who enjoy a challenge — but get frustrated after dying too many times. If you are constantly being killed on one level — the computer asks you if you would like to skip this level and proceed to the next.

What this all adds up to is one of the most addictive games around — just watch that you don't sit there all night, playing just to beat one more puzzle!!

Available on Atari and Amiga.

UMS II

Universal Military Simulator II is the definitive military campaign sim. Successor to Rainbirds best seller UMS, this comprehensive game breaks new ground in computer war gaming. From individual battles staged during times of the Roman Empire, Alexander the Great or World War II, through to campaigns waged across entire continents, UMS II allows over 16,000 units per side and up to 127 players controlling 525 provinces simultaneously and 32,000 individual units in the fight of world domination. The player will be able to port world and battle data between various machines, thereby giving them complete compatibility. In addition, a comprehensive editor enables you to create your own forces and scenarios. UMS II — an immense and detailed battle strategy game.



BETRAYAL

Betrayal is an intricate web of possibilities, bound together by simple and realistic relationship between the three interests in the game: economic, military and political.

The aim of the game is to fill the two courts with courtiers under your control in order to wrench control from a weak king or bishop, and set up your own puppet king or bishop. On the road to this, the acquisition of towns and militia, military strategy, sound financial management of your lands and political subterfuge will be the skills required of you. Quick reflexes and fighting skills are also an asset in this land of continuing strife.

Graphic strategy game; medieval theme, based in middle earth; based around 3 areas of interest — economic, military and political; up to 4 players at any one time. Computer controlled characters with strong artificial intelligence; ability to form alliances with other players.

PRO TENNIS TOUR II

It's the new and magnificently improved version of its predecessor: all of the game characteristics that captured you in Pro Tennis Tour are still there, but you will discover novelties like the appearance of female opponents, the choice of the strong and weak points of your player, the possibility to play doubles (in the training mode option as well as during the tournaments), and improved graphic and musical ambiance.

PRO TENNIS TOUR II offers the player all of the tournaments of the A.T.P. in which he can participate through the tennis season. This possibility gives the player the advantage to train well, therefore to improve his game; but this presents an inconvenience: the physical condition and endurance of the player grows weaker.

Make various shots with the joystick (forehand, backhand, lob, drop shots, smash, and the game can be made to move more rapidly). Movement of players over all of the court area. Continuous display of scores. Different levels of difficulty. Sophisticated training mode (you can regulate the match to your liking). Game actions are very easy to execute. Create your own character by designating all of the player's characteristics.

Realistic sound effects. Male and Female players. Game statistics of each match.

KING'S QUEST V
(SIERRA)

Weighing in at over 10 megabytes of information, with more than 100 individual scenes for players to wander through on their quests, King's Quest V promises more hours of sheer adventuring pleasure than any previous King's Quest game!!

Brave King Graham is back in the biggest and best adventure game yet — King's Quest V is full of drama, excitement and adventure with hours of digitised speech, brilliant graphics, superior animation and yet another breathtaking original soundtrack!!

Available on IBM Dual (EGA), IBM 5.25″ (VGA) and IBM 3.5″ (VGA).

RED BARON
(SIERRA)

This incredibly realistic flight simulator recreates the excitement, look and experience of aerial flight in the war that launched aerial combat. Accurately detailed in every aspect with visually stunning 256 colour VGA digitised 3D graphics, this title is a monumental step forward in flight simulation.

Red Baron transports players into one of the most exciting eras of aerial combat, where they'll engage in close-range dogfights, go balloon-busting to take out the aerial eyes of the enemy, take on Zeppelins, escort bombers deep into enemy territory, go undercover in nightime missions and go head-to-head with such famous Aces as the Red Baron himself!

Red Baron's unique game-save feature allows players to record an entire mission to disk. Later, players can review the saved game and jump back into the game at any point to begin playing again.

Designed for simulation fans and novices alike, Red Baron uses a straightforward realism menu which gives the player complete control over game play complexity, difficulty and realism.

Available on IBM 5.25″ and IBM 3.5″.

SPEEDBALL 2
(MIRRORSOFT)

Over the years speedball has deteriorated into a violent, corrupt sport. The authorities, forced to act, placed a ban on all matches, driving the organisations underground, into a world of illegal tournaments.

Due to intense demand for the game, the governing bodies reformed the league under new rules and regulations. Retaining all the excitement of the original, the sequel contains many features, quality graphics and improved team handling.

Speedball 2 is very easy to get into — with enough adrenalin-activating action to keep you interested for several hours of intensive ball brawling. Up against the computer or against another human player, Speedball winners score the most points — not necessarily the most goals. Points are gained by scoring goals, injuring your opponent's players and throwing the ball at strategic locations around the stadium.

Speedball 2 is one of those games that you can go back to every time you feel the need for a quick burst of aggression. The two-player option allows you to get the most out of this game.

Available on Amiga and Atari formats.

JET FIGHTER II

JETFIGHTER II™ continues the adventure of the original JETFIGHTER™. Highly realistic in its state-of-the-art design, this program features realistic simulations of the new, super secret F22 and the F23 Advanced Tactical Fighters, in addition to its stable of F-14, F-16 and F-18 Fighters.

The Player can take off from ground bases or from an aircraft carrier to fly over 100 diverse and strategically accurate combat missions. Players will experience fierce dogfights with multiple enemy MiG-31 Fulcrums over fully detailed, real-world cityscapes, or battle against entire tank battalions while evading a veritable storm of Surface-to-Air Missiles.

Full 256 colour animation; the most advanced 3D scene generation technology period! Fastest frame update rate in the industry provides near movie quality animation; choice of 5 jets including the F22 & F23 ATF's; realistic flight dynamics and aerodynamic handling qualities; true to life Heads up Display and avionics. Wide range of conventional and TOP SECRET weaponry; accurate time of day sky colouration; breathtaking sunrises and sunsets over intricately detailed real world scenery; accurate shadows cast by a moving sun; instant flying mode for beginners. Best exterior viewing system around; full stereo digital sound support.

RISE OF THE DRAGON
(SIERRA)

Rise of the Dragon is one of the most difficult productions Dynamix (part of Sierra) has attempted in its six year history. Not only was it their first adventure game, but it was an entirely new adventure gaming interface.

The characters all have personalities and a past . . . it's important to remember this when you're dealing with them. You must keep in mind that, just like real people, they remember things that you've said or done to them, subsequently affecting your future dealings with them.

Time plays an important part of this adventure, as things will happen as they do in real life eg. offices will close at night, travel takes longer over distances, and our hero (Blade) will become tired and needs to sleep. You become William 'Blade' Hunter and what he knows, you know. What he sees, you see. There's a lot of information locked away in his mind — learn how to use it.

What you see is what you get — you don't type commands to make things happen. You must physically makes things happen. This is one of the revolutionary concepts of this game. Through use of a point'n'click interface, you actually pick up the objects and use them. Eg. Want to open a cupboard? Then pick up the keys, place them in the lock and open the door.

Do you dare to take the challenge and become *Blade* and free the city from the powerful destruction caused by the *Dragon*?? Join the thrill of danger as you play in a stunningly realistic gaming environment, thanks to the hand-painted 256 colour graphics and over 8 megabytes of data.

Available from Ozi Soft on IBM 5.25″ and IBM 3.5″.

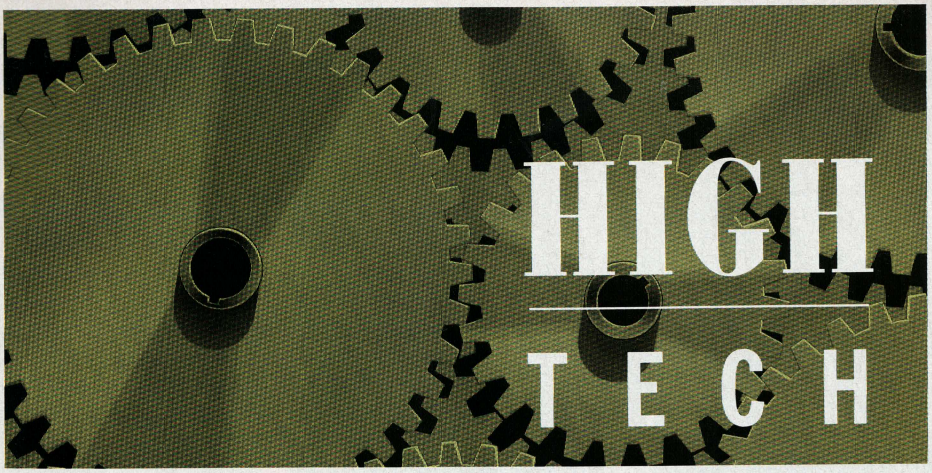
LORD OF THE RINGS — VOL. 1
(INTERPLAY)

Experience the excitement and wonder of Tolkien's Middle Earth!

Combining the best elements of role-playing and graphic adventures, The Lord of the Rings uses stunning full-screen, top-down, 256 colour VGA graphics, smooth four directional scrolling, digitised sound, an easy to use point'n'click icon interface and an off-line paragraph system to bring the depth of the true Tolkien experience to life via the computer.

JRR Tolkien's love for escapist fantasy has created novels such as *The Hobbit* and *The Lord of the Rings*, which have remained on the Top Ten list of all-time best sellers. Now is your chance to discover his fantasies in VGA colour graphics on your computer. You will be responsible for the Hobbit's decisions as you sit back and sink into the world of fantasy.

Available on IBM 5.25″ and IBM 3.5″.



Mobile MAC

The Apple Mac portable displays on an active matrix liquid crystal screen with a 640 by 400 pixel display size. The system is battery powered using lead-acid batteries that last for 12 hours and can be recharged, with an option to run off the mains. The system includes seven external ports which allow for connection to hard disks, printers, the mouse, graphics tablets and a range of Apple accessories. While there is talk of a smaller and lighter version being produced next year, Outbound (Australia), has already produced a clone of the portable Mac which is both cheaper and lighter.

Nintendo Plays Hard in the Home PC Game

Movie Screen Viewing in your Lounge Room. The first high definition television sets went on sale in Japan for the equivalent of $A44,000 apiece.

The special format broadcasts for HDTV are shown for only an hour a day, but for the three big electronics companies that have begun selling the world's first HDTV sets — Sony, Matsushita and Hitachi — the high cost and limited programming are no cause for distress at the outset.

They are marketing HDTV now to show the dimensions of Japan's technologic lead over the United States and Europe and to whip up public demand for television sets that have the clarity and wide-screen look for a movie-theatre screen.

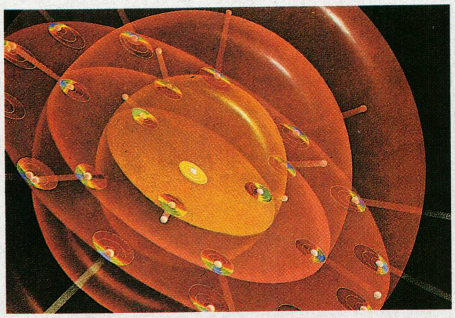
Aeroscate

Cheetah have released the world's first skateboard control system called Aeroscate. The device plugs into the joystick port of the console and by moving the board and doing fancy footwork, the user controls his screen directions. Compatible with Nintendo, Sega ST, Amiga and PC's, the Aeroscate comes with or without a skateboard to allow board owners to link up their own boards.

Astronomers Aim for the Really big Picture

Astronomers from the University of Chicago and several other institutions have decided to draw the most ambitious map of the universe ever undertaken.

The project will take a decade to complete and cost $A18 million to complete. When completed, it will provide a view of the universe that is 100 times more detailed than anything now available.



3DTV: The Shape of Things To Come

A red-shirted Japanese girl with a ponytail blows soap bubbles that seem to fly straight at you.

The scene, shot in three dimensional television and screened at a recent exhibition in Japan, suffers from many of the shortcomings that have relegated previous 3D pictures to novelty status, it does however show the shape of things to come once the latest generation of high-definition television (HDTV) has established itself.

Japanese companies are at the forefront of developing HDTV which offers better picture quality than conventional television. HDTV equipment for consumer use is about to be marketed by Japanese and European companies.

Japanese electronics companies envisage a "home processor" that merges the functions of a television with those of a computer and a telephone.

Mega Drive

TAKES HOME ENTERTAINMENT INTO THE 21ST CENTURY

From Sega Enterprises comes the latest in high tech entertainment with the release of its latest innovative new product "Mega Drive", the new game that takes home entertainment into the 21st century for all the family.

Representing a technological breakthrough in graphic quality and game speed, the new Sega "Mega Drive" unit displays quality video arcade graphics, dynamic sound, and quick-moving action pushing the limits of video game technology beyond anything currently available in Australia.

In fact, it's the console Michael Jackson chose for the release of his Moonwalker video game and the one on which you can design your own video golf course game with the help of Arnold Palmer's Golf programme.

And with 512 colours and 10 channel stereo capability, the 16-bit Sega "Mega Drive" is the most powerful video games console on the market.

Available with the Sega "Mega Drive" console is a wide range of "Mega Drive" games including sports, action, shooting, driving, puzzles, and many more.

The background and foreground of Sega "Mega Drive" games move independently, creating a 3-D effect. Added to this, players can plug the system into the home hi-fi system or headphones to enjoy digitised human voices and enhanced sound effects in FM stereo.

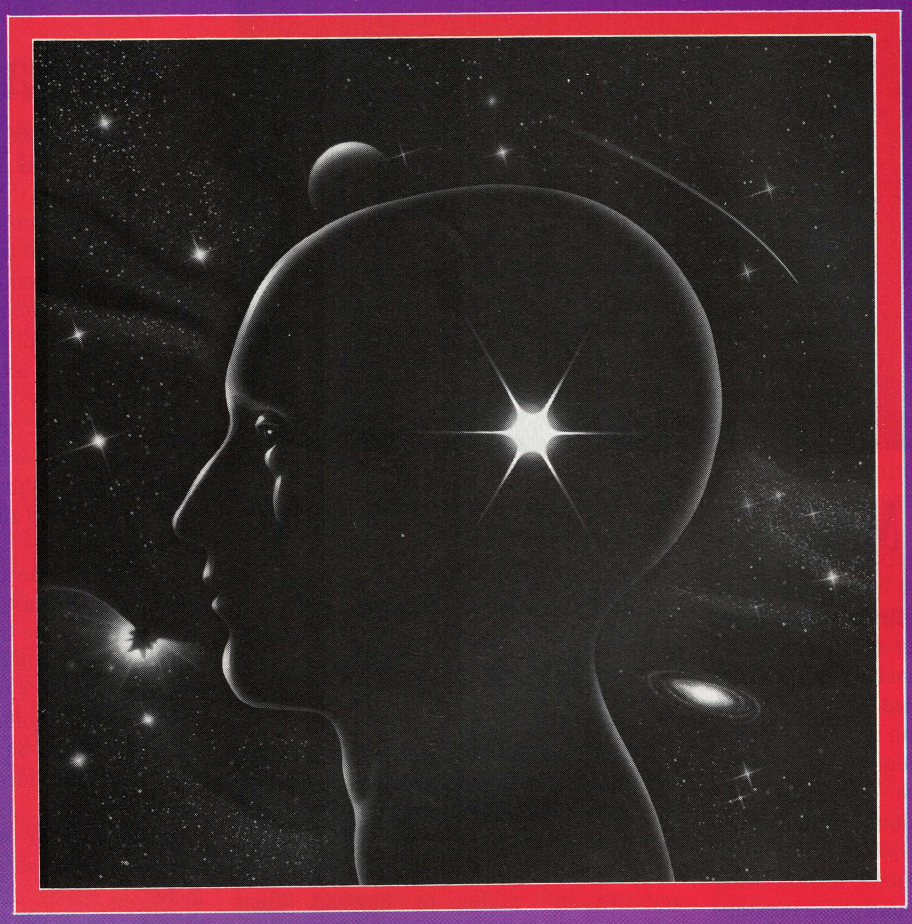
Designed for use on a standard home television set or on a high resolution colour monitor, it can also be adapted to take a range of sophisticated accessories, such as CD-ROM which will enable it to play games recorded on laser compact disk.

Launched in America late last year, all 400,000 of the "Mega Drive" units were sold out within two weeks, while pre-orders in Europe reached a staggering 200,000 units.

With the Australian release of "Mega Drive", Sega's video games consoles now range from the compact Sega Master System II at $109 (RRP) through to the world's most powerful and sophisticated machine, Sega "Mega Drive" which retails for $399 (RRP) and includes the smash hit arcade game, Altered Beast.

The Sega "Mega Drive" is available from leading video games outlets, all toy stores, and select department stores nationally.

RRP Sega Mega Drive	$399.00
Sega Master System II	$109.00



Communications

Dear Megazone,

You have one heck of a gnarly mag! I am a keen Megazone reader and Sega player. Your tips in the February issue were totally radical, but there is one problem. Alex Kidd in High Tech World has me bewildered. I cannot get out of the castle at the beginning. If any readers of this excellent magazine have any tips on this or other games, can you please publish them in Megazone.

Thanks
Mitch
ROSEVILLE.

Dear Mitch,

Here's a tip for you. I hope it helps. Once you receive all eight pieces of the map, proceed to the fourth floor, to the tower on the right. Take the ladder up to a room to find the key. Once obtained proceed to the fifth floor and cross the bridge to the attic. Take the ladder up to a room with a safe. Open the safe and you will receive . . . a . . . hang glider (aaaaah!). With the hang glider go to the bridge.

Good Luck
Ed.

Dear Megazone,

I have been a regular reader of your magazine for many months, but to my frustration you haven't done a review on any cricket games on the Amiga. I am a cricket fanatic and would dearly love to play a full Test, First class, One day International, etc. type of cricket simulation on my computer. I know that there are two cricket games (both from the U.K.) around at the moment, they are Cricket Captain from D&H Games, and Robin Smith's International cricket (which is still on the drawing board). What can you tell me about them, will you review one or both? When will they be released in Australia (if at all) and who can I get them from, and most importantly are there any other cricket games on the Amiga?

Well, that's a hell of a lot of questions to know.

Hey did I say that you got a great magazine here (a little crawling doesn't hurt . . . naaa I really mean it or I wouldn't buy it if it wasn't any good).

So keep up the good work and any help would be much appreciated.

Yours sincerely
Noel Smith

SOUTH AUSTRALIA

Dear Noel,

Thanks for your letter. Well, I made some inquiries into the availability of cricket software and I'm afraid it's a sad and sorry tale for a country of top notch cricketers. It seems the only cricket game available for the Amiga is one called 'Cricket for the Amiga' from Packtronics. Check with your local dealer for availability (if you don't already have it) and if you do already have it, why don't you send us a review of it? I'll keep you posted on cricket games and promise to print any cricket reviews that come my way.

Howzat!
Ed.

Dear MEGAZONE,

I own a Sega Master System, Nintendo and Gameboy and I am considering purchasing a 16-bit system, Mega Drive to be exact, but I have heard that the Nintendo Famicom is a more powerful system. Is this true? I love your magazine but I wish you would review Nintendo games. Will the Famicom ever hit Australia?

James Vincent
HOPPERS CROSSING

Communication

Send your mail to:

Megazone Communications
Locked Bag 7
Rosebery 2018

Dear James,

I have heard nothing but good reports about the Sega Mega Drive and I'm afraid I can't tell you much about the Famicom except that when it is released, it is expected to do remarkably well and give Sega some tough competition. Hopefully we will have more info about it in next month's issue. However, Nintendo are still working on the Famicom, trying to reduce the price and make it more accessible and it probably won't be released in Australia till late '91 or even 1992. Look out for Nintendo reviews in future issues.

Dear Megazone,

First of all I'd like to congratulate you on your excellent magazine. Secondly are American Genisis games compatible with Australian MegaDrives? If not, can you buy a converter or adapter that makes them compatible? If they are compatible, how much are they approximately? Thank you very much for answering the questions and keep up the good work!

Yours truly,
Ben Pearn
VIC.

Dear Ben,

American Genisis games are not compatible with the Australian MegaDrive and there are no converters available. Sorry! However, there are some great games available in Australia for the Sega MegaDrive and they sell from $70.00-$100 a-piece. Expensive, but you get what you pay for and with Sega you get Quality.

Dear Megazone,

I have something to tell every Sega Master System owner that every Master System has a Secret Maze Game and it will magically appear if you press down buttons 1 and 2 whilst pressing upward on your joypad just after turning it on. This built-in game has a multi-level and I can only get up to the ninth level.

Now that I have sent you a hint, how about giving me one on Secret Command because I get stuck on the third level.

Yours sincerely,
Alesteb Amor
VIC.

P.S. Send me any tip or hints for any game on Sega.

Dear Alesteb,
Thank you for sharing that magical tip with our Master System readers. I haven't had any luck with either of your questions but I won't give up. In the meantime, you might like to call Sega's new Hints and Tips HOTLINE, and try your luck there. The number is (02) 663 8788.

Good luck
Ed.

Dear Megazone,

Today I bought my second issue of this mag and I just want to say it's FANTASTIC! I never thought a computer magazine could be this good, you should call it MEGAZONE the MEGAMAG.

Well, anyway, back to the juicy's. Could you please put more pages in as well as IBM PC and Atari games because not many of my friends like the Amiga (I do). But also please (I'm begging) please put a review in for all the Kings Quest games in future issues. Don't give up (not that you would) cause I've told all my friends about your magaizne and the cheap price.

Greg Newbegin
One of your fans

Dear Mastermind Greg,

What a great surname you have! You are what we call a SERIOUS MEGAFAN! Congratulations on your fine taste and enthusiasm. I will certainly put some of the other Kings Quest reviews in future editions of MEGAZONE the MEGAMAG, if you don't mind I will also use your catch phrase in future editions... maybe even in this one! Soon it will be the coolest thing to say... "Hey dude, have you seen the latest issue of Megazone the Megamag? TOTALLY RAD!", and you will have been the mastermind behind the whole campaign. Ever thought of going into advertising? You can call yourself "Newbeginning and Ends".

Thanks again
Ed.

HINTS & TIPS – AMIGA

Dear Megazone,

I like the Sierra games the most and it's good because it's sort of educational and my dad sells all the games like Kings Quest 1 and 2, even parts 3, 4 and 5. My next door neighbour Cameron works together with me to win these games and me and my father also do it together. By the way, I'm Oren B. Some of my other best games are: 'The Great Gianna sisters', 'Mario brothers' and 'Golden Axe'. My other friend Justin likes a game called 'Fairy Tales' and I like 'Leisure Suit Larry' if I'm allowed to play it.

Here are some tips for Kings Quest 4 on the Amiga.

- There is a gold ball under the bridge
- Drop the ball into the pond
- Kiss the frog
- Clean the dwarf's house and get the diamond pouch
- Give the pouch to the dwarfs at the mine
- Go to the waterfall and wear the crown that the frog gives you
- Go to the pool lots of times and one time a boy will come, fall in and he will drop a bow and two arrows
- Go to the haunted house and in the lounge there is a Shakespeare book on the shelf
- Give the book to the music player.

Oren B.
N.S.W.

Dear Oren,

Thanks for all those tips, we have many readers who write in requesting tips for Amiga games. I'd like to hear what you think of 'Leisure Suit Larry' so next time the folks go out . . . but don't tell them I encouraged you or that'll be the end of your Megazone days. Have fun and remember the 11th commandment: Thou shalt not get caught.

Hoping to hear from you soon
Ed.

WAR GAMES

If you fancy a career in the armed forces but want to taste the action first, ***Megazone*** *reviews three hot releases which will keep mission-hungry fighters on their toes.*

Navy S.E.A.L.S the movie, starring Charlie Screen (*Platoon*) and Michail Biehn (*Terminator*) was recently screened in Australia and received great reviews from critics.

Now from Ocean in the UK comes Navy S.E.A.L.S the computer game, based on the same story as the movie.

The stage is set in the Middle East, where tension has risen to a stage where Arab extremists have shot down an American helicopter on a surveillance mission in Beirut and are holding a group of American soldiers to ransom. To make matters worse, the Arabs have also managed to get their hands on a large number of missiles, which can be fitted with nuclear warheads.

Enter America's Navy S.E.A.L.S — the U.S. Navy's combined equivalent of the U.K.'s crack S.A.S. (Special Armed Services [land]) and the S.B.S. (Special Boat Squadron [Seal]).

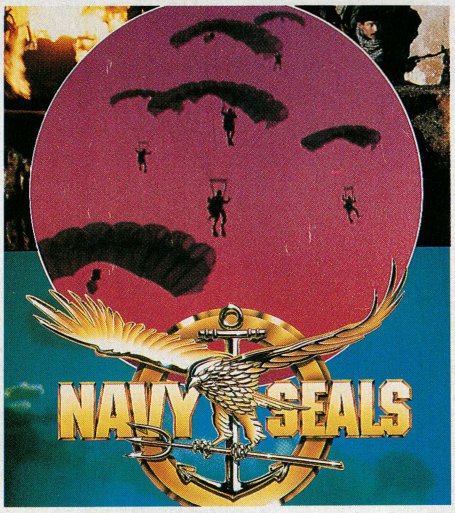
The S.E.A.L.S consist of a crack squad of five; namely, Curran, Hawkins, Ramos, Rexer and Leary (each of whom's character is played progressively throughout the game).

The Navy S.E.A.L.S definitely don't take too kindly to having one of their choppers shot down in the Gulf, or the subsequent kidnap of its pilot and co-pilot by a fanatical Arab faction.

The S.E.A.L.S are initially only armed with handguns and are under orders to enact a heroic rescue.

The game commences with their squadron coming ashore at Oman Harbour. Tactically, Curran and his men are required to expend the many terrorist troops, destroy their communications systems and deplete their weaponry.

Although death provided the only escape for the co-pilot from his torture and torment, the pilot is successfully rescued.



Navy S.E.A.L.S

Meantime, however, the S.E.A.L.S discover that the terrorists are hoarding an abundance of sophisticated 'Stinger' (air-to-surface) missiles: which in their 'armed' state pose a sinister threat to U.S. civilian life. This is further enhanced by the shooting down of a U.S. passenger plane in the interim.

A further mission to uncover the chief site of the missile-store, and ensure their complete detonation becomes the next objective, provides an all-action epilogue to the main game.

The action of the game is viewed side-on, with team members having to run, jump, crawl, somersault and blast their way through six levels of platforms and obstacles, in order to both rescue the military hostages and knock out the captured missiles.

Time is running out and the terrorists are programmed to shoot on sight — you could say your life has had its more relaxed moments!

There are several features of the game which make it one of the best new releases to come from Ocean.

Probably the most outstanding quality of the game is the state of the art graphics and animation. There is a fluidity of movement in the main characters which has rarely been seen before, with all manner of acrobatics and spectacular physical feats achievable. All this spectacular action take place in front of a fantastic background of highly colourful and detailed backdrops.

The game combines platform action and explorative action with strategy solving, with seven levels of multi-directional scrolling — there is a separate pre-set time limit on each respective level.

There are also power-up collectables of a machine gun, flame thrower, grenades and grenade-launchers which are acquired by the destruction of selected scenery and high scores. In addition, there is a 'time-related' bonus, which gives extra points the faster consequent games are finished.

Here's what the January Issue of the UK magazine *Crash* said about the game, before giving it a whopping 94 per cent rating: ''Oozing quality, Navy S.E.A.L.S is one of the most well designed, programmed and produced products of the year. It's tough to begin with, but make a map, plan your movements and you'll be well away.''

NAVY S.E.A.L.S

There are two different missions in the game, each loaded separately, and you can play whichever you want without solving the other. Mission one is a platform/combat/strategy game, and mission two is basically 'Renegade' with guns.

Mission one, with five levels, begins as the squad of five SEALS sneak into Oman Harbour. You control each of the five SEALS one at a time, so you've got five lives.

Each level is big, or maybe it just seems like it because the graphics are so huge. And you can't just go running around, guns ablaze, hoping to take out the guards before they see you in this maze of crates, platforms, buildings and tunnels. You need to be brainy, planning your moves as you go. It all seems impossibly difficult to begin with, but every go you get a little bit further. When you know the best attack plans you'll whisk through it! It's just like organising a real tactical raid!

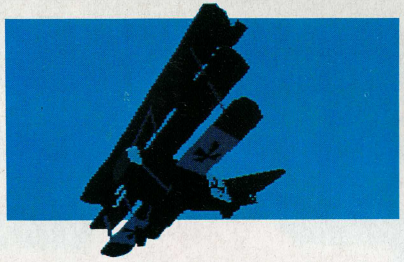
The detailed scenery scolls multi-directionally as you move about and all the SEALS are very agile. You can run and jump to the left or right, leap up, grab a girder and swing along, crouch, crawl and most importantly shoot! Actually, shooting is a real pain as you can only point your gun to the left or right. It would have been better if you could swing your gun around like in 'Midnight Resistance'.

Arab opponents are all over the place, and the second they spot you they open fire. You can retaliate with your handgun and later, as you discover them, with weapon crates, flame throwers, matching guns and much more!

The object on each of the levels is to locate the Stinger missile cases, place a time bomb on each and then escape before the whole place gets blown to bits. The action gets increasingly more difficult as you group the levels, though the actual gameplay remains the same.

Mission two is a much simpler game, and is almost relaxing after the complexity of level one. It's played on the streets of Beiruit, and you have to find your way, with the help of a map, and a few useful tip-offs, to the Arabs store of Stinger missiles. The scenery scrolls horizontally as you move through streets swarming with Arabs. The nearer you get to the Stinger store, the more attackers there are about. After shooting down a wave of opponents, prepare for some heavy-duty combat as the Arabs ride in on armoured vehicles. It's all simple violence and not too straining on the brain, as long as you follow the map correctly. . . Navy S.E.A.L.S is excellent value!

Overall, Navy S.E.A.L.S is colourful, entertaining and action-packed with some incredibly dramatic explosion sequences. Available now on Amiga, Atari and Commodore 64 formats.



Flight of the Intruder

Hailed internationally as one of the best flight simulator games ever released, Flight of the Intruder — the official successor to Falcon — is indeed ready for take-off.

Flight of the Intruder is based on the soon-to-be-released movie of the same name, which in turn is based on the novel by Steve Coonts, who was a pilot in the Vietnam war and flew an intruder plane known as the USS Enterprise.

Unlike other games, such as Their Finest Hour and Wings, Flight of the Intruder incorporates the aeronautical technology of eight planes used by the United States during the Vietnam War. With greater flexibility and manouevrability than Falcon, Flight of the Intruder opens the way for young pilots to try their wits with a myriad of challenging tactics which can be used in battle, such as the complex wing over, the inverted dive sequence and rollaway offset loops, for example.

As soon as the pilot takes the control it becomes perfectly clear that the makers of Flight of the Intruder gave accuracy and realism high priority. Aeronautical stalwarts will know immediately, however, that, compared to previous games, a few changes have been made to reduce flying time and mid-air fuelling. In addition to the speed and action of the game, these problems have been solved by bringing the carriers closer to the coast.

There are also a number of choices of aircraft from which the pilot can choose — apart from the Intruder, there is also the Phantom, for example. And because of the inclusion of individual flight techniques, it is the pilot's duty to specify engine type, levels of enemy activity and target difficulty, as well as unlimited, semi-realistic and totally realistic fuel consumption.

After selecting a target on the map, the pilot can then zoom in and receive the appropriate information about the area. The pilot can also choose a primary and secondary target. Although not necessary this gives the pilot the option of tackling a complete mission.

And action replay — not unlike satellite viewing — also gives the pilot the chance to record an "impressive run", bombing, take-off or a dogfight.

Flight of the Intruder is available in both ST and Amiga versions. A VCA option on MS-DOS will also be available. Take the challenge and take on the intruder.

RED BARON

Travel back in time to WWI, simulating the mechanics of early aerial combat: this is Red Baron, a game which not only promises some of the most sophisticated intelligence systems ever modelled into a flight simulator but also brings the aces of WWI back to life in a confrontation with you — the pilot, the player.

Red Baron incorporates the detail expected from the Sierra family of games, from the Ace Expert System, which models the combat characteristics of the actual aces of the age, to the visually stunning 256 colour VGA digitised 3-D graphics.

Pilots will engage in various forms of aerial combat, including close-range dogfights and balloon busting, as well as escorting bombers deep into enemy territory, partaking in undercover night-flight missions and face-to-face battles with famous aces, such as the Red Baron himself.

Unlike many other games on the market, Red Baron's save-game feature allows the user to record an entire mission onto disk. Players can actually review the saved game and even jump back into the game to begin playing again.

Players also have complete control over game-play complexity and realism by adjusting the "Realism" menu. In addition, pilots can choose between 15 different aircraft, which are said to be designed with the exact structural and flight characteristics of the originals, such as the Morane-Saulnier, D.H.2 Pusher, Sopwith Triplane, Spad 7 and the Fokker Triplane, to name a few.

And that's not all. Pilots can choose sides, by flying with either the Royal Flying Corps or the German Army Air Service, experiencing the 3-D worlds of the German-French front, the Somme, Paris and London, complete with clouds, setting sun and stars in the skyline.

Another feature of Red Baron is the choice of the number of missions to be flown. For example, pilots can opt for the Single Mission journey or conduct the full tour in Campaign Play, which has more than 100 missions played back-to-back, from 1915 to 1918. During Campaign, a pilot will progress in skill and rank and become eligible for medals and awards, including the coveted Blue Max.

Perhaps a rather unconventional way of visiting Europe, Red Baron incorporates 30 digitised graphic screens — an experience for novice and pro alike. Red Baron also comes with a 120-page manual, with maps, technical specifications, historical backgrounds, pilot profiles and aerial tactics. Red Baron is the ultimate journey into a time where aerial combat was born.

IT'S ABOUT SURVIVAL...

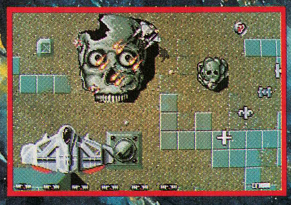
BATTLESTORM™

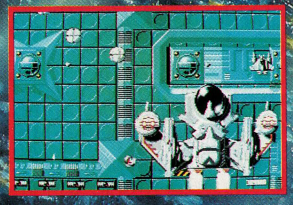
ULTIMATE SHOOT'EM UP

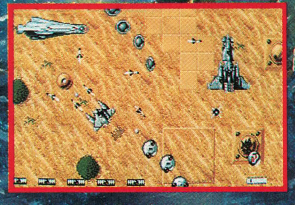
AMIGA
ATARI ST/STE
PC/PS
AMSTRAD CPC/CPC+
GX 4000
SPECTRUM
C 64/C 64 GS

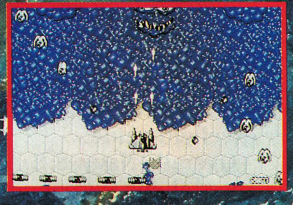
Returning from the distant corners of the universe, you find that your home planet has been taken over by invading aliens - you swear bitter revenge. You journey home and finally the hour of vengeance arrives. Your mission: Destroy BATTLESTORM and assure your revenge on the extra terrestrials who invaded your planet and massacred your people.

- Arcade quality gameplay
- Multidirectional scrolling
- Hyper speed and acceleration
- 50 images per sec.
- 8 different levels.









AMIGA Version

TITUS™ SOFTWARE

Unit 4 Stannetts Laindon North Trade Centre
BASILDON ESSEX SS15 6DJ

PANIC
ocean

GUNSHIP 2000

About three years ago, the major helicopter combat game GUNSHIP was released. With precise attention to detail, extensive missions and a wide range of incidental interest, climbing up the ranks of Gunship made for great gameplay. Microprose claim that it still clears shelfspace at a rapid rate.

Now Gunship 2000 is near completion and is set to gain air supremacy. Gunship 2000 represents a revolutionary rather than evolutionary sequel to the original Gunship. By utilising the new 3D system, otherwise called 'Typographical 3D', Gunship 2000 provides us with a greatly enhanced view of the near ground terrain giving players a much truer "feel" for the worlds they operate. So while work on Gunship 2000 was started in Spring 1990, and completed early this year, it represents a span of nearly 10 years work, a significant part of which was spent developing the 3D system.

Visually, Gunship 2000 departs from the original game as the 3D system includes terrain and object patterns, and supplies continuous terrain 'tiles'. These continuous 'tiles', make up the canyons, gorges and larger mountain ranges. The creative use of changing colour on the flat lands give a strong impression of movement, creating a 'rolling terrain' and overcoming the flat billiard table view.

The integration of this new 'Typographic 3D' system provides more detail, faster action and larger map coverage. It can take players a quarter of an hour to fly a straight route across one of the selected worlds, supplying you with a significantly vast playing area.

Gameplay

The opening sequence — title and introduction is presented in the form of multiple animated screens and accompanying musical score. The sequences are designed to give players a real sense of the product and set the stage for gameplay.

As Commander of a five chopper platoon, players can tailor their outfits from a range of State of the Art gunships. These include Blackhawks, Apaches, Cobras and Kiowas. Game designers spent extensive time researching armament options and from hours spent pouring over army manuals, the result is that every type of chopper can be kitted out with practically any variety of true to life compatible ordinance. A great number of armament options are available.

Gunship 2000 offers the following range of helicopter types for every combat situation. AH-64A; the Army's current first line gunship. The AH-64B Longbow Apache. The next generation Apache (currently under development) which includes millimeter wave radar search and tracking, and new millimeter wave radar Hellfires. The AH-1W SuperCobra, the latest version of this very successful Gunship — MD530G Defender. The army's "low intensity" and special forces Gunship — AH66A Comanche. The new LHX7LH helicopter and the OH-58D Kiowa Warrior — The latest version of this venerable scout helicopter which has the eye catching "beach ball" mast mounted sight and the added attraction of mounting a variety of weapons.

There are two western theatres of war for Gunship 2000 missions; the Persian Gulf and Europe, and both look quite spectacular.

Long-term interest is something Microprose sims have never been short of but with Gunship 2000 they are really making sure that it sticks around till its namesake anniversary, by building in full scenario disk capability.

Gunship 2000 is sure to be a long term interest challenge as it points the way forward for air combat sims by increasing the strategic elements and adding multiple command units — all making for increased gameplay. It will be available from all leading outlets April/May, so keep your eyes open and your pockets full!

HINTS & TIPS

Welcome all MegaZone readers to a new addition within the pages of this great mag!! MegaZone will now be featuring this hints and tips section regularly as a result of the cheats submitted to us from your fellow readers.

If you know of a ''hint'' or a ''tip'' that perhaps you would like to have published in this section – write in to us!!

TURRICAN

Type BLUESMOBIL in high score table and receive 99 lives.

SHADOW OF THE BEAST

For infinite energy walk right to the first man and type A and then TEN PINTS.

CARRIER COMMAND

If you are having trouble taking over enemy islands try this tip. When in range of an enemy island, zoom right in and press F8. Also pause the game and type ''The best is yet to be''. Now you are in cheat mode. 9=Surprise, 7=Speed up game, 6=Show all the Colours, etc. in the game. Try also pressing 'CTRL' and 'M' for a surprise.

Andrew Morgan
TASMANIA

UNTOUCHABLES (Amiga)

On the titlescreen type: Southhampton-gazette (no spaces) and it should then flash at the bottom of the screen. Press F10 and you will go to the next level. In levels 2, 3, 6, with cheat mode activated, press HELP and it will take you halfway through the level you are on.

NINJA TURTLES

Get to Area 2 (the Dam). Get past all the meanies and then as you go up on to the roof of the Dam quickly as possible save the game by pressing Ctrl S. Next you have to jump into the Dam, don't worry if you lose a few turtles because when you re-load the game you will find that you have passed the water stage and onto Area 3 (the City). With all the Ninja Turtles energy before they jumped into the water, even the dead turtles will come back to life, so long as they were not dead before they jumped into the water!

Jason Lee
MELBOURNE

CABAL

During the game type SCHLIKA and press F2 and you will finish the level.

Ben Taylor
BAULKHAM HILLS

RAINBOW ISLANDS

Type one code on the title screen

B L R B J S B J	(Fast Feet)
R J S B J S B J	(Double Rainbow)
S S S L L R R S	(Fast Rainbows)
B J B J B J R S	(First Hint)
L B S J R W L	(Continue all rounds)

When you have typed in a code click a credit and a red pot should appear in the corner.

SIM CITY (Amiga)

To put an extra $10,000 in the city coffers, press Caps Lock and hold down the letters in the word FUND. You can do this repeatedly, but every fifth time, it causes an earthquake.

Corey Hunter
BLACKTOWN

NARC

TM & © WILLIAMS ELECTRONICS GAMES INC.

ocean®

SUPER MONACO G.P.

REVIEW

LAST NINJA 3
System 3

The Last Ninja series of games have achieved greater critical acclaim and received more awards for graphics, playability and presentation than any other original entertainment software products available.

First there was the Last Ninja (which beat all other arcade adventure games hands down), next there was Last Ninja 2 which blew Last Ninja off the record books, we briefly saw Ninja Remix — but now there is Last Ninja 3.

This game is the ultimate in arcade adventure — scoring 100% in the *YC Computer Magazine (UK)* on C64 format!!

Last Ninja 3 is built upon the technical innovations of System 3's Ninja products. Taking two years to produce, this game represents the pinnacle of excellence in action adventure games.

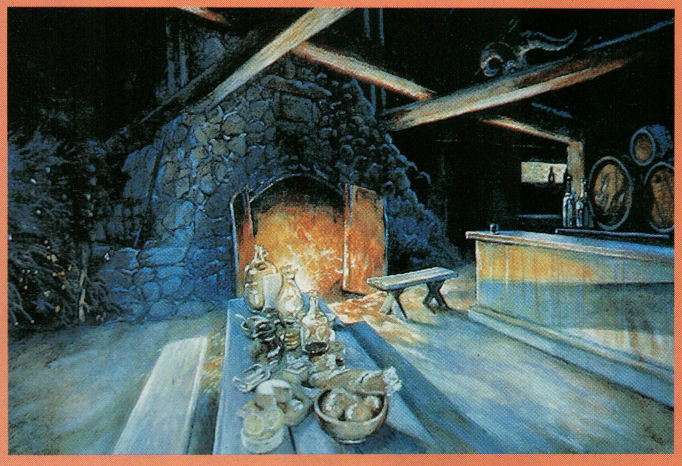
Taking you back to the very core of the Ninja's spiritual power, the Buddhist's temples of Tibet, your prowess will be tested to the full as you, The Last Ninja, undertake your greatest and most daring adventure yet.

There are hours of dramatic gameplay to be had as your eternal battle unfolds across five levels, four of which depict the various chambers of the temple, each signifying a particular element: water, fire, wind and the void.

Each level is strewn with thought provoking puzzles to solve and essential objects to collect, each serving to engulf you, the player, in the mystical realms of Ninja spiritualism.

Features include incredibly realistic '3D' background graphics, dramatic 'real-life' animation of the Ninja and his opponents, innovative puzzles to solve and atmospheric music on every level.

RELEASE DATES FOR ATARI, AMIGA & IBM — APRIL/MAY.



HEART OF CHINA

HEART OF CHINA
Sierra

High adventure comes to your computer screen in *Heart of China*. This 1930's action/ adventure begins in revolutionary China. As reluctant hero "Lucky" Jake Masters, you are hired to rescue Kate Lomax, the kidnapped daughter of a wealthy American investor.

Held by the leader of a war torn feudal state, her life is now in your hands. In your mission to reunite father and daughter, you enlist the aid of a streetwise ninja — Chi — and set out to storm the kidnapper's fortress and rescue the heroine.

You'll travel through such exotic locations as China, Hong Kong, Kathmandu, Istanbul and Paris in an adventure that spans the entire European continent.

With a no-typing, point'n'click interface, breathtaking 256 colour graphics, character interaction, puzzle solving, action simulations, cinematic cutaways, 'meanwhile' screens and a viewpoint that switches between the three major characters, *Heart of China* takes adventure gaming to an all new level of interactive entertainment.

RELEASE DATES FOR IBM — MARCH; AMIGA — JUNE.

BILL ELLIOT'S NASCAR CHALLENGE

BILL ELLIOT'S NASCAR CHALLENGE
Konami

Do you have racing in your blood and ice in your veins?? Konami introduces the only NASCAR® endorsed stock car simulation that turns your disk drive into a pit pass to the most authentic racing environment available.

This is a test of your mettle and milliseconds on the banked ovals of six official, perfectly scaled NASCAR tracks like Daytona, Talladega, Bristol, Darlington, Michigan and Atlanta — or the two twisting road courses of Sears Point or Watkins Glen; all with bit-mapped graphics, plus a scaling technique, creating graphics so detailed you can actually read the car's make when you go bumper to bumper.

On-screen statistics tell you course length, maximum banking and the total number of laps in each race. With this vital data, adapt your car to each unique track by adjusting gear ratio, transmission, spoiler angle and tyre stagger.

Depending on whether you're racing or qualifying for pole position, you must also decide which type of engine to use. But 'dial in' your car carefully — one miscalculation could send you reeling into the wall!!

If you think you have the *right stuff*, drop the hammer on NASCAR's finest field of racers — including Bill Elliot himself — in single races or compete for the Cup in the Championship Season.

RELEASE DATES FOR AMIGA & IBM — MARCH.

EPIC
Ocean

A space extravaganza!!

The sun is dying and a supernova is imminent. The Federal Council has decreed the immediate evacuation of our planet, to the distant planet of Ulysees 7, on the far side of the Rexxon Empire.

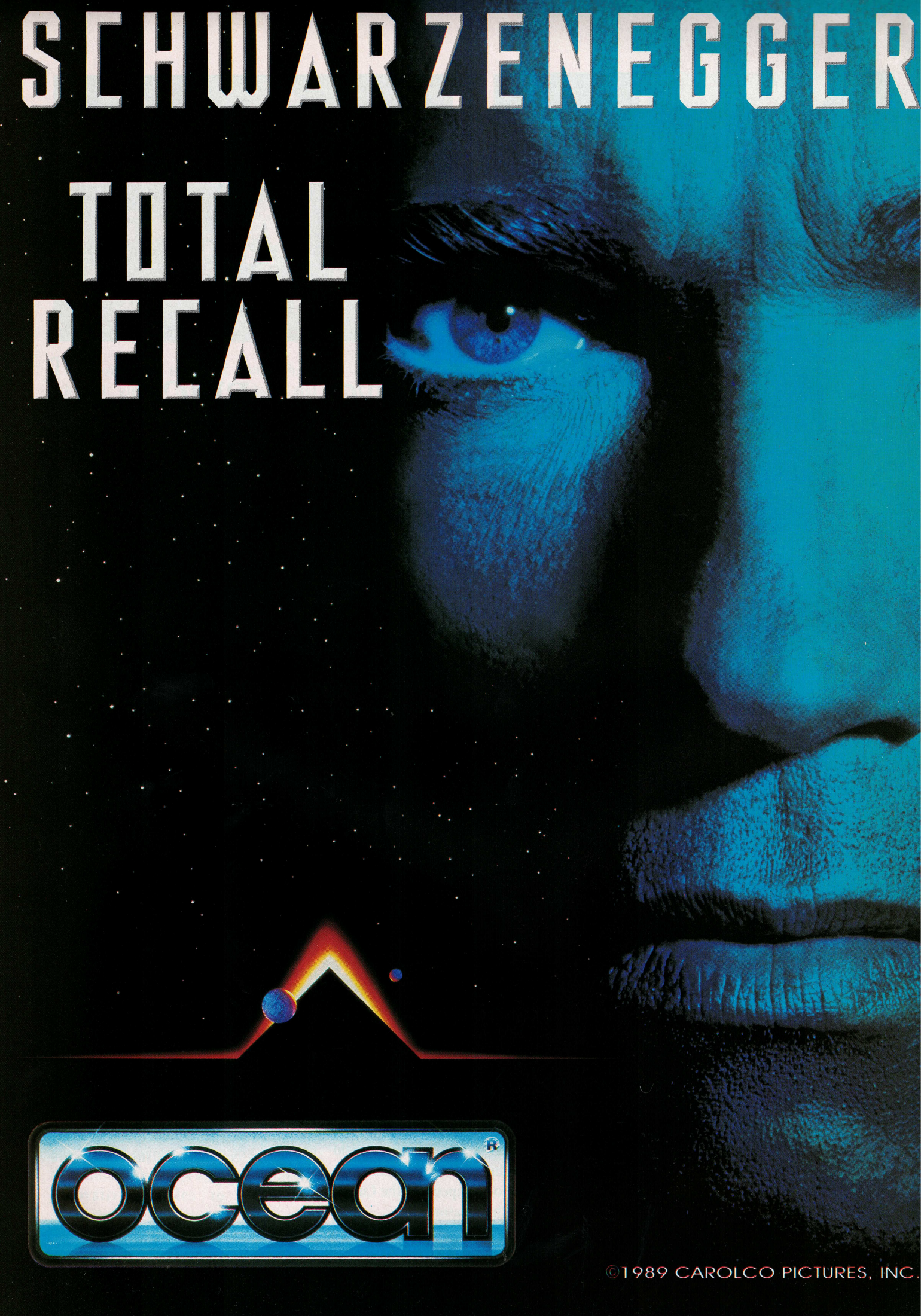
So they set forth across the void in a mass exodus to the New World, led by the fleet flagship Redstorm, out of the solar system into deep space, on a course to the Rexxon Neutral Zone.

Violation of the Neutral Zone is an act of war against the Empire and safe passage has been denied. The Rexxon Empire believe it is a plot, by the humans, to atack them and its War Fleet has been mobilised. Greatly outnumbered, the redstorm and its battle fleet have moved ahead of the convoy, in a bold attempt to save the Human Race from extinction, in an all out assault on the Rexxon Empire.

A legend was about to be born, a new one man star-fighter, with awesome power and destruction, would cause havoc among the enemy. The Legend would be known as EPIC!!

Spectacular graphics corresponding with stunning "Star Wars" theme scenes make this a very colourful, exciting adventure not to be missed.

RELEASE DATES FOR ATARI & AMIGA — APRIL.


SCHWARZENEGGER
TOTAL RECALL
ocean
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OMNICRON™

CONSPIRACY

SMOKE OUT SPACE SLEAZE

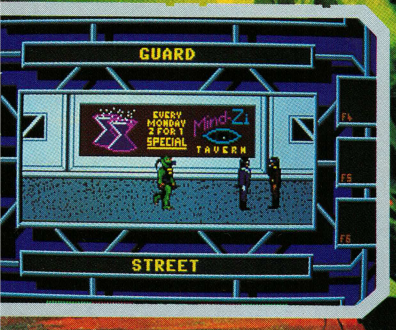
So here I am, riding herd on six planets, checking out the cultists, keeping an eye on the droid assassins . . . same old stuff. Then, the idiots downtown decide they want me to bust up an "intergalactic drug ring".

But, it's not all bad, I do get to see Betty the Body at the Mind Zi tavern. And I get a little high just walking in the front door of the Mentant Temple. Some things never change, though – the scariest dudes I talk to are still real estate brokers.

Like they say at the academy, you gotta look before you transport. One wrong move and a guy could end up an artichoke.

Ace

Ace Powers
Star Police



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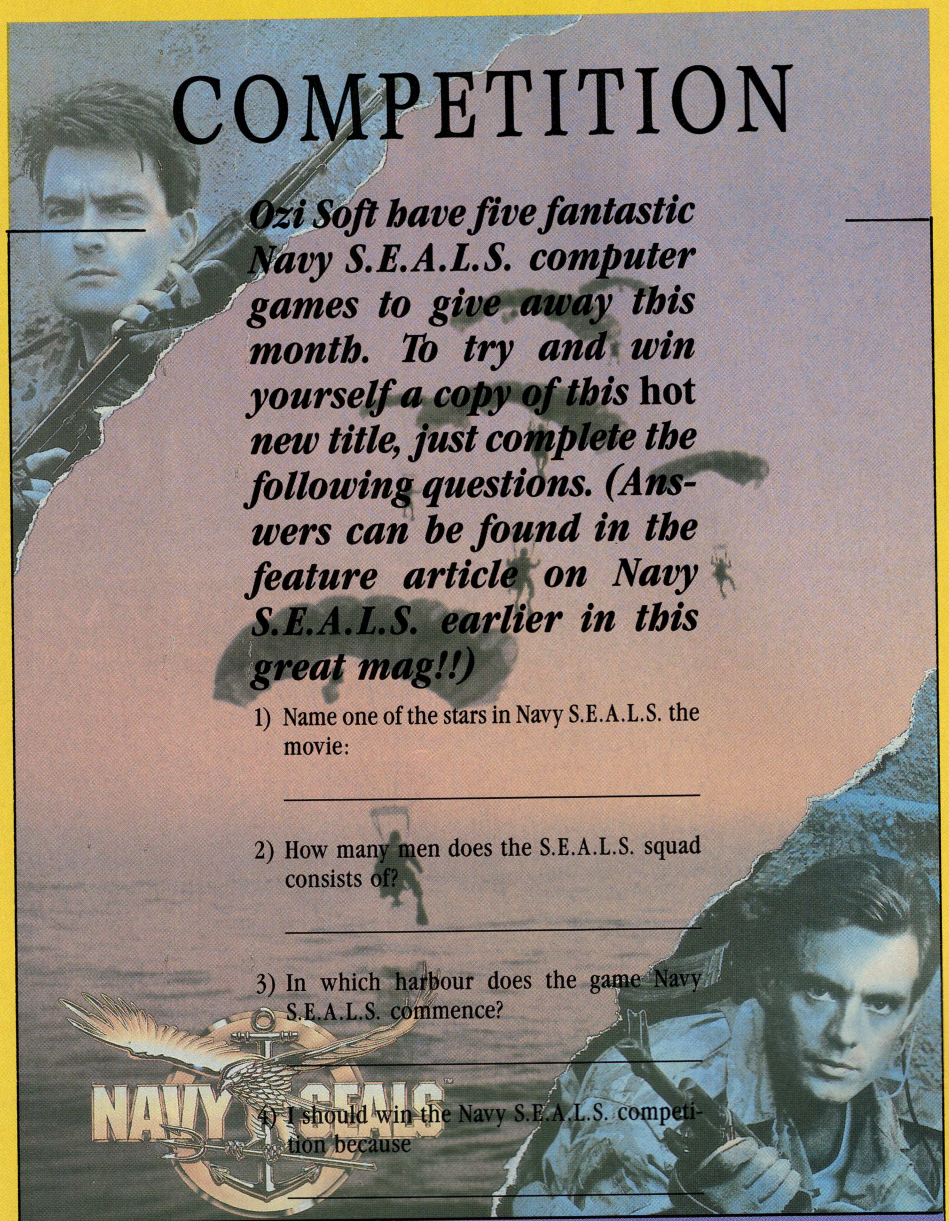
Screenshots from PC EGA version

IMAGE WORKS

IMAGE WORKS, IRWIN HOUSE, 118 SOUTHWARK STREET, LONDON SE1 0SW TEL: 071 928 1454 FAX: 071 583 3494

COMPETITION



Ozi Soft have five fantastic Navy S.E.A.L.S. computer games to give away this month. To try and win yourself a copy of this* hot *new title, just complete the following questions. (Answers can be found in the feature article on Navy S.E.A.L.S. earlier in this great mag!!)

1) Name one of the stars in Navy S.E.A.L.S. the movie:

_____

2) How many men does the S.E.A.L.S. squad consists of?

_____

3) In which harbour does the game Navy S.E.A.L.S. commence?

_____

4) I should win the Navy S.E.A.L.S. competition because

_____

Send entries to:
Megazone Magazine
Navy S.E.A.L.S. Competition
3rd Floor
55A Mentmore Avenue
ROSEBERY NSW 2018

COLOUR IT IN COMPETITION

We had so many entries to our 'Disney Colour it in' competition that we had to bring in an outside illustrator to make the final choice. Doug Roberts is one of Sydney's better known illustrators and as well as working for Penthouse . . . (thought you'd like that), he illustrates children's books, and even he had a hard time choosing. So special thanks to all entrants. I have plastered my walls with your colourful pieces and my office is by far the smartest in the block. So even if you didn't win, your art is appreciated daily. Thanks to each and every one of you.

Winners of the Disney – DUCKTAILS PACK are:

Kieron Agius
ALTONA

Anthony Webb
BELMONT

Alex Jacobs
TURRAMURRA

Steven Drew
GREENWOOD

Chris Lim
MARYLANDS

Maria Butler
TENTERFIELD

Malcolm Murray
ANNERLY

Peter & Robert Henry
RIDDELLS CREEK

Steven Richards
RIDDELLS CREEK

Wayne Byrden
ELTHAM

RICK DANGEROUS II PRIZE WINNERS

10 FABULOUS, EXCITING SOFTWARE PACKS TO THE FOLLOWING PRIZE WINNERS:

Jody Kisbee
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SEGA

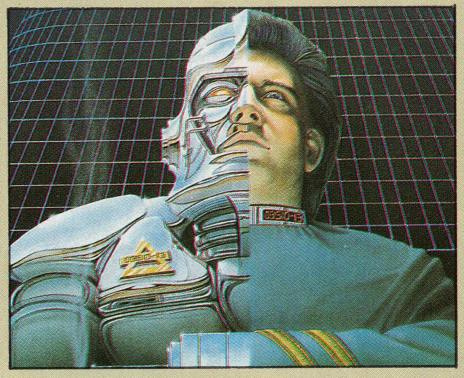
READER REVIEWS

Well, our SEGA reviews certainly flooded in, making our choices very difficult. So this month we've decided to devote our whole Sega Section to Reader Reviews, with special thanks to all our contributors who will be receiving SEGA SERIOUS FUN T-shirts over the next few weeks. Keep the reviews coming in and every month we'll publish a few of the best. Good work SEGAHEADS!

'ESWAT'

ESWAT is the modern police force in action. You start off as an ordinary policeman in a Rolling Thunder styled game. You get an ordinary pea shooter and can jump and duck in this sideways view game. Each level has very different graphics and a different big boss at the end to shoot up. Levels 1 and 2 are played as an ordinary cop. Level 1 has a skyscraper backdrop with a villian in a helicopter to shoot up. Level 2 is in a modern prison complex with two robots to deal with. Level 3 is where you start using the special *ESWAT* suit and can fly like Peter Pan but only on short bursts. You pick up all the weapon types on this level. Level 3 has you protecting a Nuclear Power Installation with a guy in a similar suit to shoot. Level 4 is in a Mad Scientist's laboratory — shades of Alien and lots of slime here. You shoot up the Mad Scientist in his gizmo. Level 5 has you inside a large complex to deal with a large robot. There's lots of flying here and well timed jumps. Level 6 takes you underground to the sewers where all sorts of weird things are. Getting slimed is a problem here.

With *ESWAT* you start off as a policeman with a gun, then change into a sort of Robocop with lethal weaponry. Fitted with retrorockets, the limited flying capability is a skill to master. There are various hazards to face in the game, the enemy has various counter weapons against your *ESWAT* suit. The graphics throughout are a consistent high standard. Response is very good, however if you are unused to the *SEGA* controller, buying a joystick is worthwhile.



How does the game stack up? Level 1 is OK with various jumping and shooting to do. Level 2 is really boring where it appears the graphics were well designed but not the gameplay. However you can pick up an extra life by going up at the first intersection, pass 2 then go right shooting all the way. Level 3 is interesting because you try out the *ESWAT* suit. Level 4 is difficult but after playing it a lot you will lose fewer and fewer lives on this level. Level 5 is good fun, once you sort out your flying prowess. Level 6 appears incredibly hard, and I haven't got far in this at all. The most serious omission in *ESWAT* are no continues or credits, so that means after losing all your lives, you have to start all over again at Level 1, which is a real pain. Apart from this omission, *ESWAT* has a lot going for it.

MEGAZONE SCOREBOARD for 'ESWAT'	
Graphics	9
Colour	9
Action	8
Sound	8
Documentation	6
Mental Anguish	9
Lasting Interest	8
Value for Money	7
Overall out of 100	85%

'MYSTIC DEFENDER'

MYSTIC DEFENDER is seen from the side view, where you are the hero who picks up a special power from each level! Graphics in this game have an oriental look as evidenced by your character. This is a platform shoot 'em up. In Level 1 you start off with a *R-TYPE* type shooter, hold the fire button to energise for a cannon effect. You start outside in the forest and can jump up some trees — you will encounter three big creatures as well as other baddies on this level and pick up the flame thrower power — this has a really neat effect. The graphics in this level are good. Level 2 shifts to staircase graphics and buildings. The graphics here are very weird and are well drawn. Level 3 has some 'Alien' like graphics and is strange, but not well drawn. Level 4 has you crossing pools, jumping across tall blocks that can sink. Here you have a third power available to use, the ability to shoot a number of missiles that bounce around the screen. This level is particularly hard! The graphics are rather plain here. And I've only seen a little of Level 5, which has you facing some spiders. Going from Levels 1 to 3 is reasonably straightforward and isn't that difficult. You get 2 Restarts to continue (at the start of the level you are on) which makes it not as frustrating as *ESWAT*.

Some tips are: On Level 3 there is an extra life round about the upper middle right of the screen. For Level 4: The first row of blocks: Blocks 3 & 4 are safe to stand on. The second row: Blocks 1 & 3 are safe. The third row: Make it quickly to block 3, and jump up for safety.

MEGAZONE SCOREBOARD for 'Mystic Defender'	
Graphics	7
Colour	8
Action	7
Sound	8
Documentation	6
Mental Anguish	7
Lasting Interest	8
Value for Money	7
Overall out of 100	79%

Harvey A Kong Tin
DUNEDIN

'WHIP RUSH'

As I placed the *WHIP RUSH* cartridge into my *Mega Drive*, I was prepared for another average shoot-em-up. As I turned on the power and heard the powerful bass boom out of the TV I realised that this would be quite an enjoyable experience.

The story goes something like this, Earth has sent some spaceships to a nearby planet to see if it is inhabited or not. Contact was lost with the ships but sensors have picked up a huge ship approaching. Before anyone knew what was happening, the ship arrived at Earth and blew a hole in its side, killing millions of people. The Earth has only one hope, a ship codenamed 'Whip Rush' and guess who is going to fly it? This is basically just a pretext for some heavy destruction.

The game takes place in seven levels, with some levels taking place on Earth, in space and on the alien planet. There are only three types of weapons and a clone-ship that you can get although there are still various power combinations possible to get with the three weapons.

The controls are fairly simple, one button fires your current weapon, one button changes the speed of your ship and the remaining button moves your clone-ships.

The first thing that strikes you about this game is the sound. The *MEGA DRIVE*'s sound chip is very well used and there are not many games with a better soundtrack than this. The graphics are also to a fairly high standard with a brilliant introduction sequence that really shows off the power of the Mega Drive, although in some places in the game itself there seems to be a certain lack of colours. Needless to say there is no flicker apparent at all.

The only thing which *WHIP RUSH* pails slightly in is the gameplay. It just doesn't have that instant playability that a shoot-em-up like Thunder Force 2 has. And there are a few minor annoying details (e.g. after you lose a life, you get only a split second of invincibility which usually results in losing multiple lives due to confusion). Also, most of the end of level bosses aren't very original and simply don't look as fearsome as those in other shoot-em-ups available on the Mega Drive.

Overall, *Whip Rush* is a game with good graphics and great sound but with some improvements, it could have been great instead of just above average.

Level One:
Earth — Set your speed to 4 or 5 and you should be all right. Laser is advisable for this level.
Level Two:
Earth — Set your speed to 5 and use Laser or Missile. When going underwater, be careful as your speed drops to 2.
Level Three:
Caverns — Set your speed between 4 and 6. Only use Fire for this level.
Level Four:
Outer Space — Set your speed between 6 and 8. Laser is useful for this level.
Level Five:
Outside Mother ship — Set your speed between 6 and 8. Use any weapon you can get.
Level Six:
Inside Mother ship — Beware the invincible giant robotic cockroaches. Otherwise same tips as level five.
Level Seven:
Alien Planet — Set your speed at maximum at the beginning, then when you get past the two teeth, set your speed to 5. If you have a rapid-fire joystick, use Missile with rapid-fire on. Otherwise, use laser.

MEGAZONE SCOREBOARD for 'Whip Rush'	
Graphics	8
Colour	6
Action	8
Sound	8
Documentation	5
Mental Anguish	4
Lasting Interest	7
Value for Money	7
Overall out of 100	73%

'AIR DIVER'

It seems that an evil terrorist organisation has taken control of the world. It has massed a huge army around the globe. You have been sent to fly into the heat of battle, guns blazing, to destroy the enemy and bring peace back to the world.

Initial reactions to this game are usually "Wow, what a fast simulator!". Although *AIR DIVER* is a game where you control a Stealth Fighter from an inside the cockpit view. This game most definitely falls in the shoot-em-up category.

Your plane is only equipped with a 20mm Vulcan Cannon and standard air to air guided missiles. You get an infinite supply of cannon but your air to air missiles are limited. You may choose where on the continent you wish to fly. This has not much effect as it only really changes the colour of the background, the difficulty level and the end of level boss.

The game itself plays a lot like Afterburner from inside the cockpit. While this is very fun for a while, it soon becomes tedious. End of level dogfights and alien motherships help to put variety into the action. Once the whole planet has been freed from the terrorists you fight a one on one dogfight with another stealth fighter.

The sheer speed of the action is amazing at first, and many people may be put off by the difficulty of seeing what is happening. Those who master this game will be able to really show off to their friends about it. All this makes the game sound like something really wonderful, and that can be deceiving.

The game has many problems with it. Firstly, there is simply not enough variety in the action. It is the same on every level. Also the game is not vector graphic based. While some people may not like vector graphics, the sprites in this game are really not very awesome. They come towards you in a 'chunky' manner, but the speed of the game helps to hide this. Also, the music is very average and does not utilise the stereo of the Mega Drive. The only place where the game has some good playability is the dogfight, although once you have mastered that, it becomes boring.

This game could have been a big hit but it has turned out very average. Fans of the Afterburner arcade may like this but unless you are really craving for a 3D shoot-em-up and enjoy fast games you should spend your money elsewhere.

MEGAZONE SCOREBOARD for 'Air Diver'	
Graphics	8
Colour	7
Action	9
Sound	6
Documentation	6
Mental Anguish	4
Lasting Interest	4
Value for Money	5
Overall out of 100	71%

JOIN THE OFFICIAL SEGA CLUB NOW!!

Dear Sega Players,
Wow, what a year! Sega has now become the number one console in Australia thanks to your great support.

In 1991 we have a lot of very exciting events, including the release of 100 new titles and three new machines. In addition we have now set up a Sega hotline for all those hints and tips on Sega games as well as starting production of our exciting new Sega Zone quarterly magazine.

By the end of 1991 we will have found the Australian Sega video games champion, who will be invited to compete in the Sega world championship against the European champion. We feel, from the enormous mail coming through that Australia stands a very good chance of producing a world champion both on the Sega Master System and also on the newly released Sega Mega Drive.

The official Australian and New Zealand Sega Club has now been fully established and we plan to make this the number one games club in Australia.

Firstly, fully paid up members get unrestricted use of the Sega Hotline, open seven days a week, 365 days of the year. If you want to get through Wonderboy III or beat the end of level meanies in Altered Beast or just get tips and cheat modes of all your favourite games, just call the Sega Game Wizards. Sega Club full members also receive a full Sega gamester kit, comprising of Sega T-Shirt, Sega posters, membership card, latest news of new games and consoles PLUS receive quarterly full colour Sega Zone magazine packed with reviews, high score competitions, news of local Sega competitions, Sega stickers, latest brochures. Membership also brings you the chance to win valuable prizes with a trophy being awarded to the best high scores in each age category. An exclusive range of Sega merchandising will also be available to full Sega Club members, including T-Shirts, caps, badges, pens, mugs, bags and even Sega watches. Our full colour Sega Zone magazine will review every new game we release on the Sega Master System and Mega Drive consoles as well as keep track of state championships throughout the year. Your letters will be published in each issue and suggestions from Sega Club members will be passed to Sega Japan to ensure they keep improving and expanding the Sega games range.

The big news now is the release of many new games, including Arcade game conversions, big name licences and the introduction of US Gold Sega titles. An amazing 40 new Sega releases since January 1st 1991. Look at this line up of exceptional new games:

SEGA MASTER SYSTEMS
World Cup Italia '90, Paperboy, Indiana Jones and the Last Crusade, Gauntlet, Impossible Mission, American Pro Football, Columns, E-Swat, Gain Ground, Jungle Fighter, Shanghai, Summer Games, Super Monaco Grand Prix, Ultima IV, Ace of Aces, Cyber Shinobi, Dick Tracy, Ghouls and Ghosts, Golden Axe Warrior, Heavy Weight Champion, Joe Montana Football, Mickey Mouse, Forgotten Worlds, American Baseball.

SEGA MEGA DRIVE
Super League Baseball, World Cup Italia '90, Super Monaco Grand Prix, E-Swat, Cyberball, Phantasy Star II, Columns, Twin Hawk, Sword of Vermillion, Moonwalker, Strider, Afterburner II, Dynamite Duke, Gain Ground, Herzog Zwei, Wonderboy III, Mickey Mouse and much much more.

Two new Sega consoles will be released by Easter, one a high-tech, very advanced console called the Sega Mega Drive featuring unbelievable graphics, stereo sounds and game play (with optional extra can even play all your Sega Master System software). The second release will be a full colour handheld console called the Sega Game Gear. Powered by 6 'AA' batteries (or A/C adaptor) this beautiful machine has it's own complete range of games with a 3.2" colour, backlit screen enabling you to play Sega games anywhere even at night in bed! The Sega Game Gear also has an optional accessory that will turn it into a colour television set, receiving both UHF and VHF television programs — now *that's* SOMETHING!

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Membership also includes unlimited use of the Sega Hotline, our Games Wizards can help on every Sega title, lucky guys slave away playing games all day. When you call please quote your membership number each time — the Game Wizards can even offer you help sheets and maps for minimal charges. Full details will be enclosed in your membership pack.

You will also receive a Sega Serious Fun T-Shirt (specify Small, Medium, Large or Extra Large).

Members high scores are maintained and trophy's awarded to the best scores each year — yours to keep for ever.

To become a full member simply enclose a cheque or money order to the value of $20.00 made out to "Sega Club Subscriptions" together with the enclosed form. Your membership package will be mailed out to you in March, with quarterly Sega Zone magazines and special offers flying their way to you throughout the year.

As an added bonus, we will also enclose a free game play coupon to any of the 46 Time Zone centres throughout Australia. This will let you play the very latest arcade games to build up your skills on the Sega consoles.

OK. Gamsters, let's get those high scores happening. If you have any hints and tips, high scores or interesting Sega news don't forget to write in, the best letters will be published in each issue of Sega Zone.

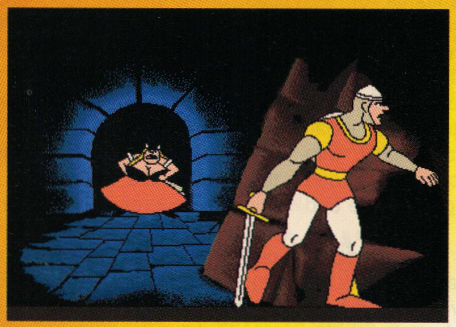
Best Regards & Good Scoring

SEGA CLUB

2

3

The animation in Dragon's Lair II is superb as this sequence of shots illustrates. It's only a few seconds for Dirk to get eaten by this snake but includes more frames of animation than I'd care to imagine.



1

Inside the dark corridors of the castle Daphne's mum is still in hot pursuit. How about sneaking through the crack in the wall to escape from her evil clutches?

2

Now one of Mordroc's serpents has decided to have Dirk for its lunch. Leaping across the gaping chasm to avoid its snapping jaws is his only choice to avoid an untimely end.

3

Does she never give up? Using the snake's tail as a rope the old battle axe swings down at Dirk wielding her rolling pin. How is he going to get out of this one?

4

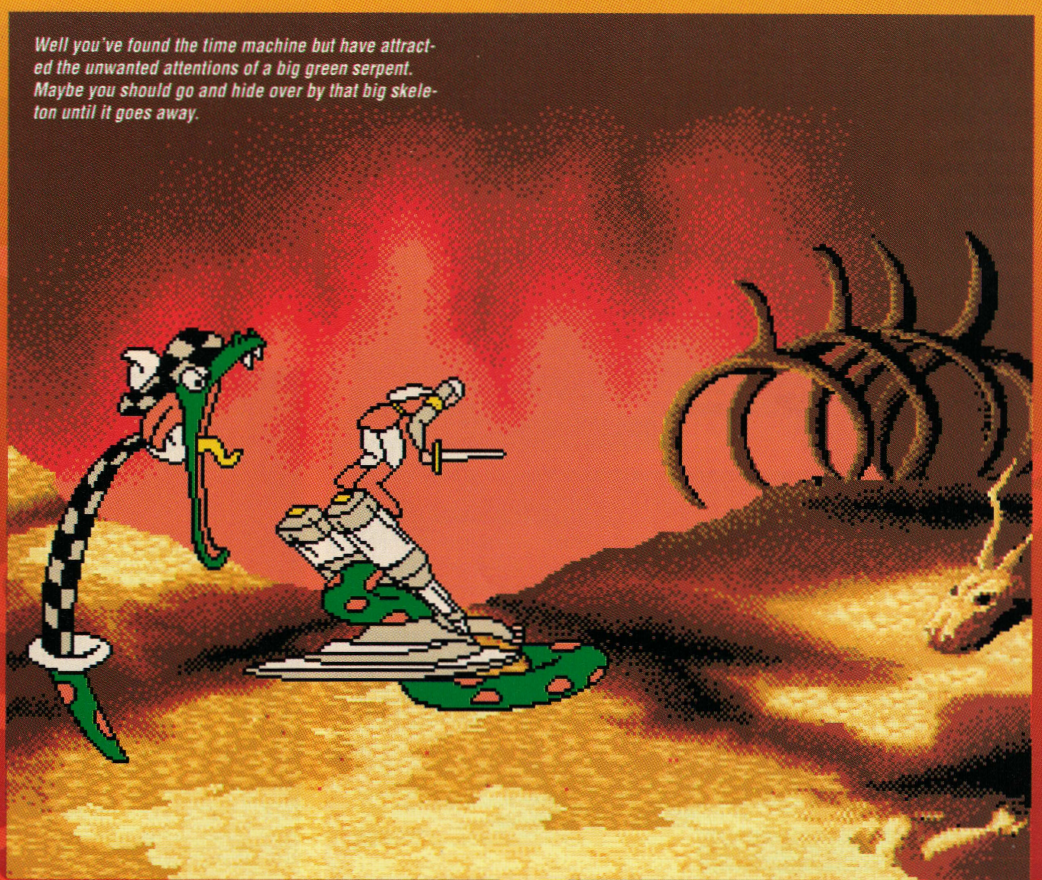
...s and Dragons (Time Machines too!)

1

Here is Dirk's prospective mother-in-law and she's a bit annoyed because her daughter has been kidnapped. She has a mean left hook with that rolling pin and it's best to get out of the way quick.

2

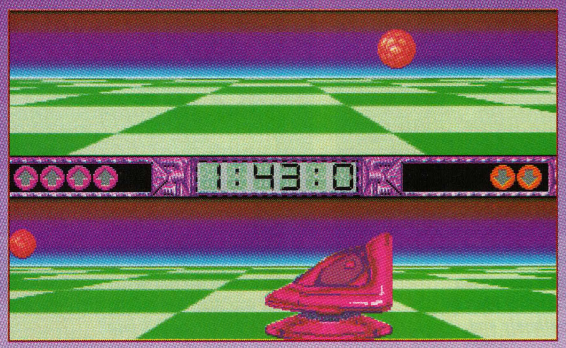
You were too slow and Dirk just falls to pieces in front of your eyes. You have got three more lives, so have another go, and be more alert this time.



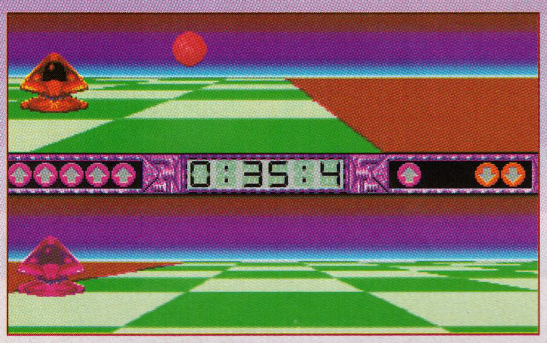
Well you've found the time machine but have attracted the unwanted attentions of a big green serpent. Maybe you should go and hide over by that big skeleton until it goes away.

BECOMING A MASTER BLAZER IN BALLBLAZER

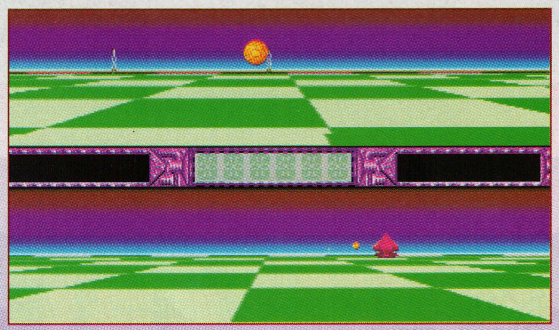
The siren goes and you zoom off hoping that you can reach the Plasmorb before your opponent to give you that head start.



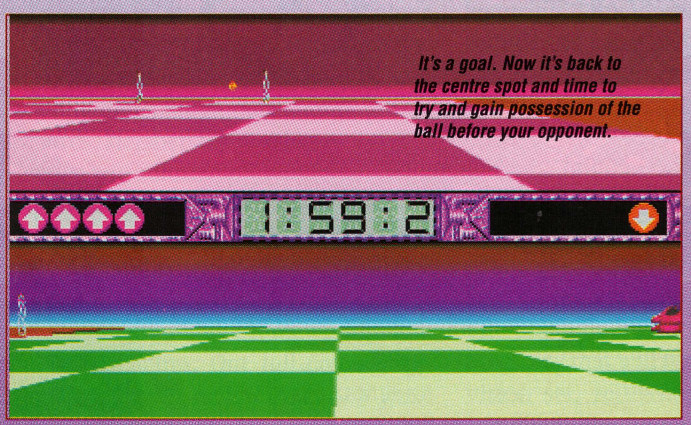
Luckily you manage to get to it first, but now that you've got the Plasmorb you have to keep hold of it.



Your opponent doesn't give up easily and he's soon in pursuit and desperately trying to get possession of the ball.



At last the goal is in your sights, but should you take the risk of shooting from this range? It'll mean more points.



It's a goal. Now it's back to the centre spot and time to try and gain possession of the ball before your opponent.

Master

SPORT SIM

In 3253 the IBC (Interstellar Ballblazer Conference) designed a new sport to thrill the inhabitants of the universe. It was designed to be fast and furious, and unlike most other games around at the time, it was not particularly dangerous. Two players each controlled a small vehicle known as a Rotofoil, with which they had to catch a ball and then shoot it into a goal at one end of a huge pitch.

The sport was a hit from the day it was first televised, and the people who had invested in it from the start were made unbelievably rich, allowing them to live in luxury for decades. However, although the game did not lose its appeal with the spectators or players alike, the IBC felt that a new variation was in order.

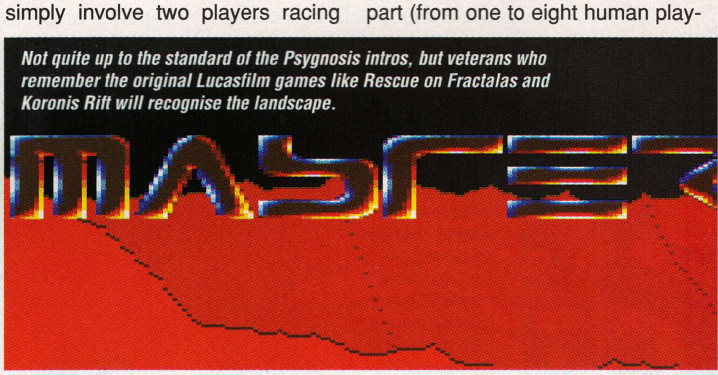
After designing the newer sub-sport they built another playing grid alongside the old one on the artificial asteroid. The idea behind this newer game was quite basic and simply involve two players racing against each other in Rotofoils.

Soon strange creatures, which had never been allowed to take part in the tournaments before, took over the grounds beating the best of the human opponents and taking all the titles for themselves. Can you win back the Master Blazer titles for the human race?

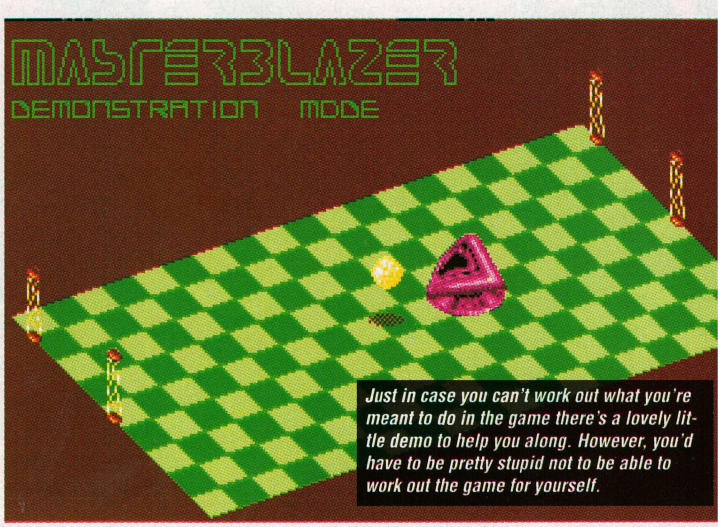
It was about six years ago when the original Ballblazer was released much to the pleasure of the public. The game was totally original and proved to be extremely playable. However it was very simple. You controlled one of two Rotofoils in which you had to race around playing area known as the grid, guiding a small ball towards your opponent's goal.

Once the ball had been moved in between the two posts of the goal you received points, the number depending on how far away from the goal you were when you shot the ball. The further away you were, the more points you got.

Unlike the original this version contains a tournament mode which allows up to eight players to take part (from one to eight human play-



Not quite up to the standard of the Psygnosis intros, but veterans who remember the original Lucasfilm games like Rescue on Fractalas and Koronis Rift will recognise the landscape.



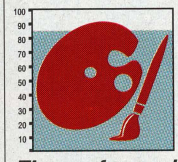
Just in case you can't work out what you're meant to do in the game there's a lovely little demo to help you along. However, you'd have to be pretty stupid not to be able to work out the game for yourself.

Blazer

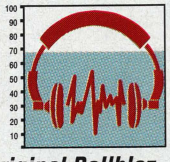
ers, with the others being controlled by the computer) against each other for a chance to win the ultimate prize and become the Master Blazer.

This game is still present in Master Blazer, but there are quite a few other variations to play with now. The race game is very similar in looks to the main game, but the rules are slightly different. All you have to do is race another Rotofoil to the finish line, passing through goals, and avoiding balls on the way. If you hit the balls then your rotofoil will slow down giving your opponent the advantage.

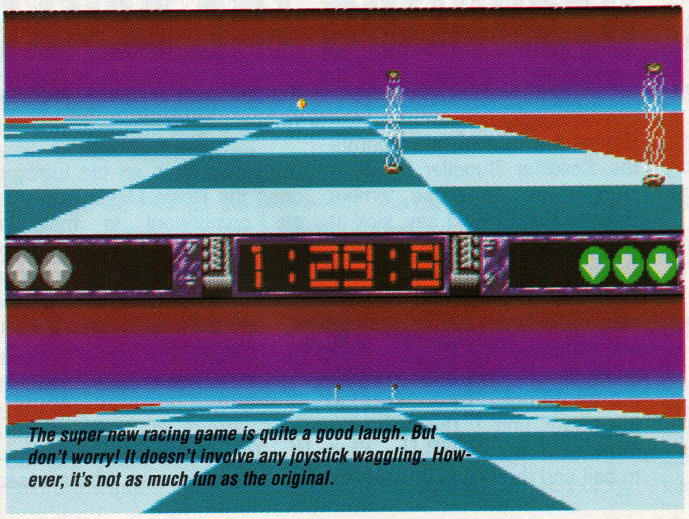
ACTION INFO



MASTER BLAZER
RAINBOW ARTS £24.99
TEAM: IN HOUSE

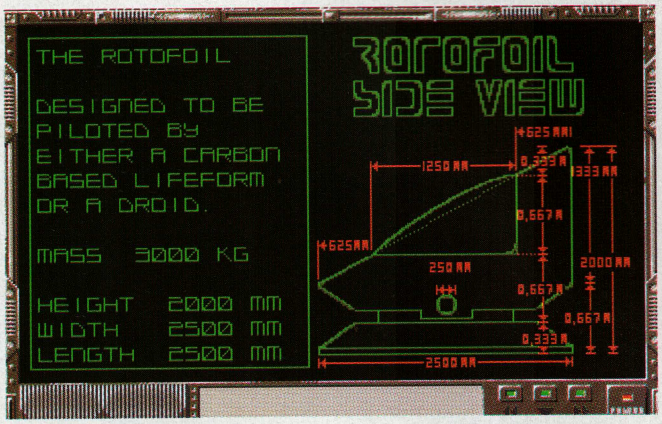


Those of you who were lucky enough to play the original Ballblazer, don't need to be told that this game is a must. But for the newer computer users among you, you don't know what you've missed. Although the graphics and sound are nothing amazing there's something about the game that makes it totally addictive. The scrolling is both fast and good, and keeps the game going at a tremendous rate. If you're fed up with mindless violence in games, then Master Blazer will be like a breath of fresh air.



The super new racing game is quite a good laugh. But don't worry! It doesn't involve any joystick waggling. However, it's not as much fun as the original.

THE HISTORY OF THE MOST POPULAR SPORT IN THE UNIVERSE

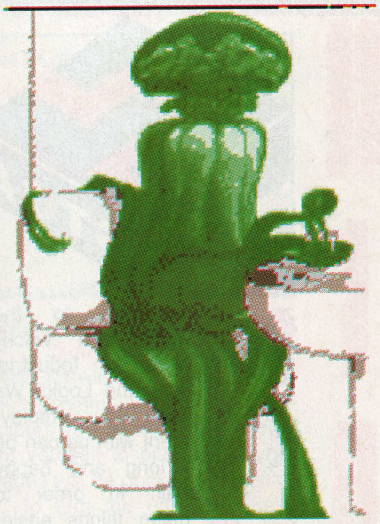


The Rotofoils have come quite a long way since the first Blazing days, and they have now been made a lot safer for the welfare of the players. Thanks to the power of the engines the game is now much faster. Whether you are a sturdy young man in his twenties, or an old veteran of the sport you will be totally safe within this vehicle.

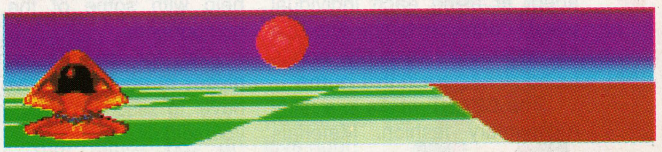
CHITDON: The deadliest creature to ever play in the Master Blazer tournament. He won the very first tournament he ever played in and then went on to win the next 21 after that.

NOUMAD FOREMYLE: The Founder of the IBC (Interstellar Ballblazer Conference) and now a very rich man indeed. Without this man the best sport in the universe would never have even got off the ground.

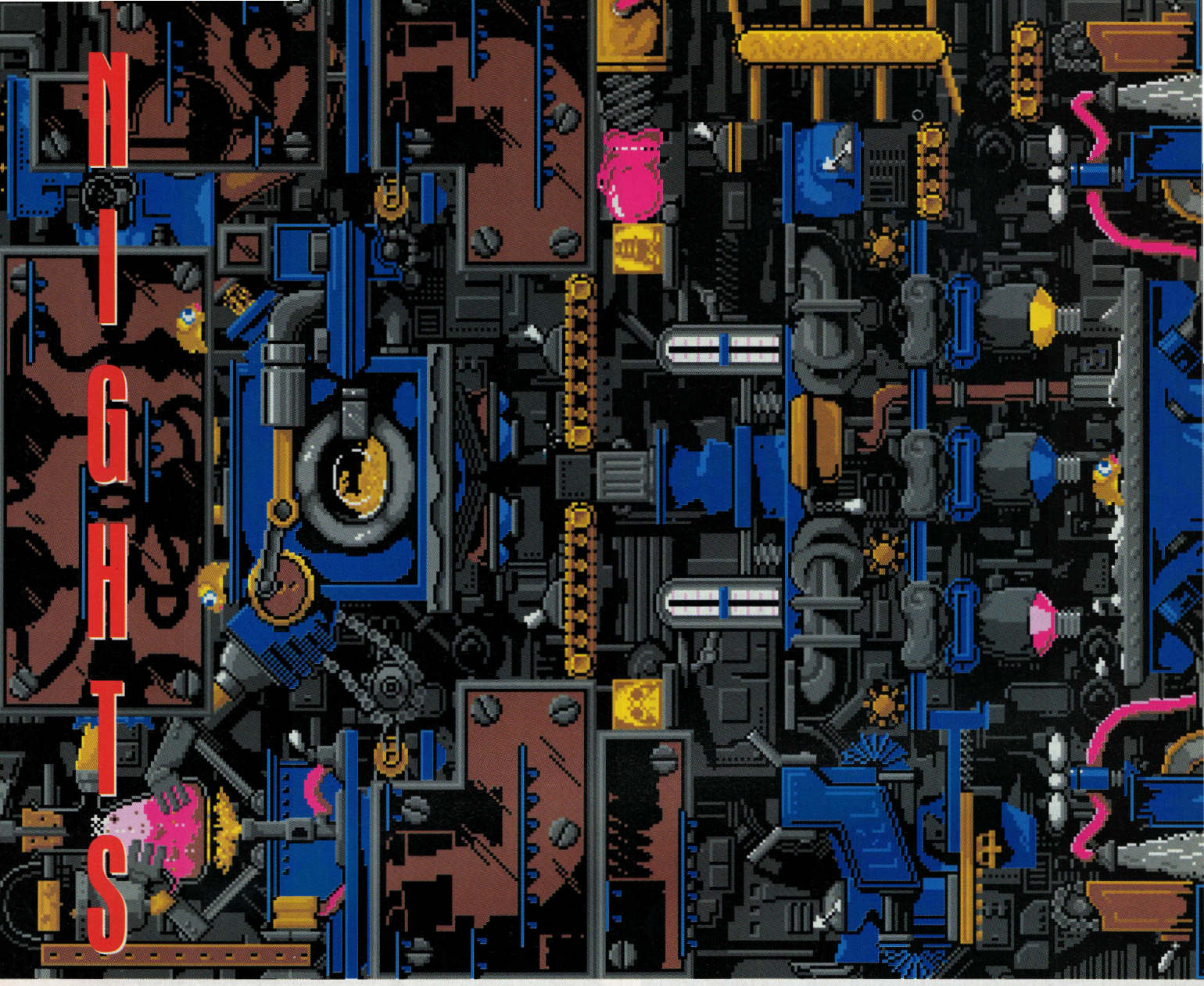
SMYTHE HALLORAN: Every sport needs a referee, and Smythe has been Ballblazer's for the past 42 tournaments. Cheating has yet to raise its ugly head on the grid, but if Smythe has anything to do with it that moment will never arrive.



PHINEAS NARBY: The famous reporter who hosted the first ever Ballblazer tournament in 2797. Since then the humans have been allowed to play, and although they don't have the title at the moment they are getting better quickly. Who knows, Maybe soon he'll be reporting one of your tremendous achievements.



NIGHTSHIFT



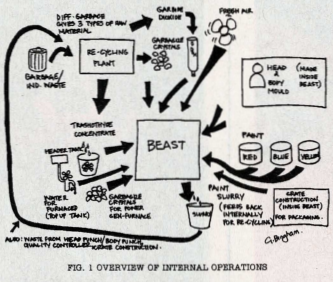
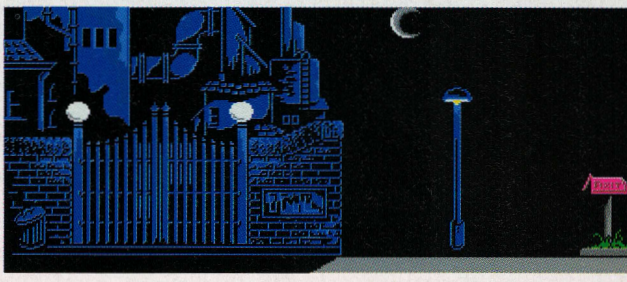


FIG. 1 OVERVIEW OF INTERNAL OPERATIONS



Welcome to the weird and wacky world of Industrial Might and Logic. We hope your employment with us can be a long and happy affair. In order to make things easier for you we have included this flysheet detailing a few of the BEAST's finer details.

Before we begin with an insight to its components I would like suggest that you become adept at using each individual piece – don't be tempted to use the alternative security codes found elsewhere in this journal.

The BEAST works in a fairly rudimentary fashion. Materials are put into the system, manipulated by the components, quality tested and packaged. Glance, if you would, at Mr. Glenn Bingham's diagram detailing the process (Figure 1) . As you can see, our President has developed a system so effective it could revolutionise the face of production line manufacturing as we know it.

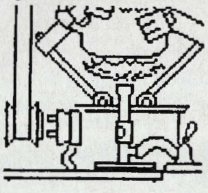
Obviously, you'll become more adept at operating the BEAST the more you operate it. The following information will help with some of the earlier components.

As for all the remaining pieces of equipment – you'll just have to discover their role for yourself!

OPERATING THE BEAST

Solidifier Supplier

Before the BEAST will operate the Solidifier Supplier must be plugged in. As those 'orrible Beastie Boys would say, kick it! Next, make sure the Bunsen Burner is lit – mind your fingers! Set the supply of gas so that the solution is kept simmering. To achieve this, put the gas on full power until the liquid starts to boil and then flick the lever until it rests in the vertical position.



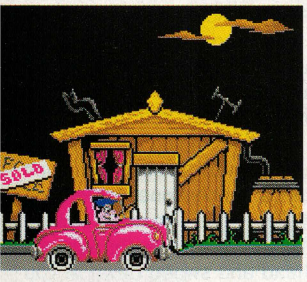
Resin Maker

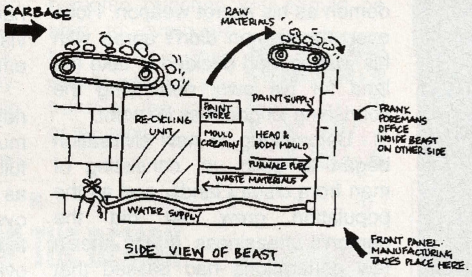
Converted from an old tumbler-drier, the Resin Maker is a simple component to maintain. Ensure the screw on the side of the unit is tightened – Lemmings do tend to loosen it so you'd be well advised to keep a keen eye on it.

Upper Conveyors, Mould Castings and Unit Counter

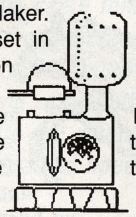
The direction of the upper conveyors can be reversed

NIGHT SHIFT





by flicking a simple switch. You'd be best advised to make them flow towards the garbage collection point, changing the direction as the plastic begins to appear from the Resin Maker. The Unit Counter is pre-set in earlier levels. However, on later levels, jumping on the springs will change the production rates. Make sure both the levels are the same!



Paint Vat

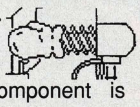
Please try to stick with the colours you are assigned. Red, yellow and blue dolls are simple to make. Other colours, such as brown and green, may take a little more thought. Please ensure the bath is flushed before starting on new mixes. If you get a multicolour mixture in the bath the showers in the Paint Shop will cease working. If this occurs, flush the system and turn the taps on again.

Paint Shop

Please ensure the paint taps are turned on and that the shower units are operating correctly. The driers should also be operational. Turn on the fans by flicking the nearby switch – we don't want dolls with colouring flaws!

Bonding Unit and Lower Conveyors

Ah, what a piece of technology the Bonding Unit is. Using only the highest quality adhesives, this component is self sufficient. The Lower Conveyors must be moving in the correct direction. If the Bonding Unit is joining parts incorrectly, change the flow of the moulded pieces by flicking the switches on the conveyors.



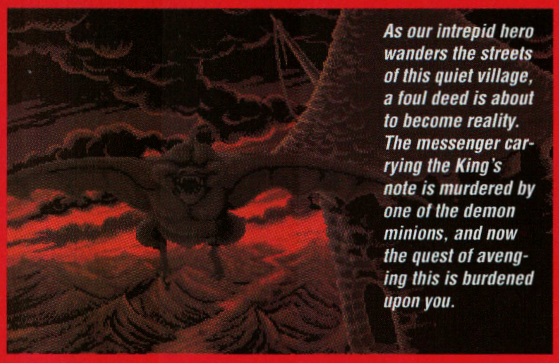
Furnace and Battery Generator

One of the first things you should do is jump on the bike and peddle for all you are worth. When the lights are flashing frantically the battery is charged. The furnace should be alight. If it's not, take out your handy box of matches and light it!

Quality Controller

This unit will only check for correctly assembled products. If the colours are wrong, you've only got yourself to blame and your wages will be docked accordingly. To turn the unit on, simply flick the switch.

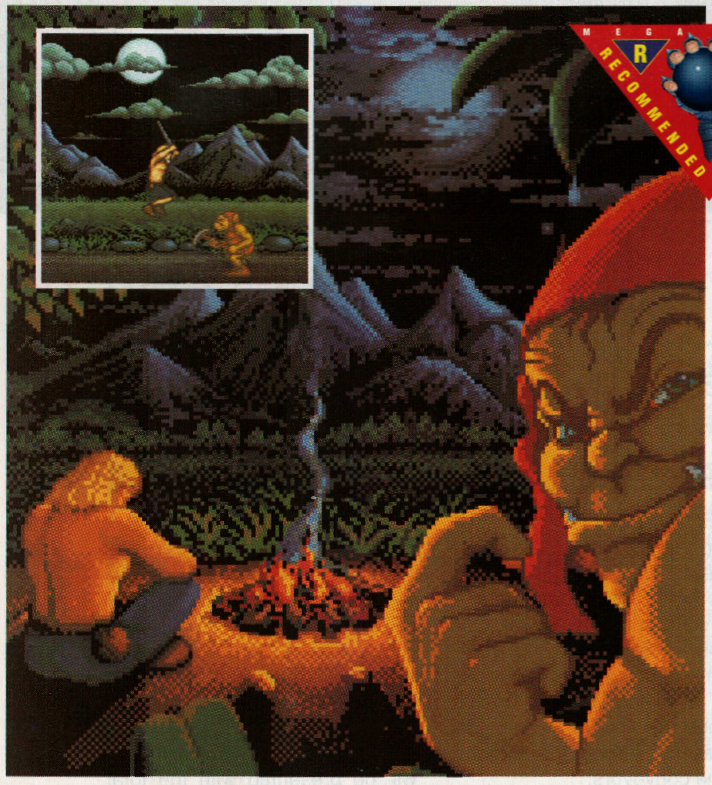
At the end of your shift you will be presented with the total amount of toys made and a total for those that were wrong and those that were okay. The totals effect your wages. Get the toys right!



As our intrepid hero wanders the streets of this quiet village, a foul deed is about to become reality. The messenger carrying the King's note is murdered by one of the demon minions, and now the quest of avenging this is burdened upon you.

Wrath of

The caves hold an adventure in themselves due to their size. The demon has really tried his best to stop you from progressing – every screen is crawling with all manner of deadly creatures. On top of this, spikes sprout from the soil, flames burst from small volcanos and locked doors prevent you from progressing. You must locate the golden key in order to unlock the gate, then face the cave guardian in a battle to the death.



In the dead of night, the sound of the grasshoppers is all that can be heard. However, a band of goblins are sneaking up upon the unwary adventurer. Soon battle commences and blood is spilt – hopefully the goblin's! One problem though, your horse bolted during the fight and you are left to continue your quest horseless.

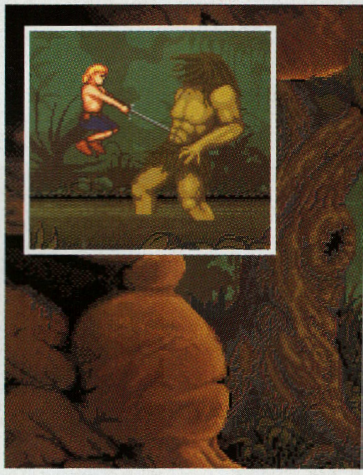
BEAT 'EM-UP

Anthrax completed the circle by lighting the last candles that surrounded him. Smoke rose from the burning wicks, creating strange shapes in mid-air. The wizard began the ancient spell, muttering the words beneath his breath. Suddenly, the smoke swirled into a coloured spiral, and inside a form began to materialise.

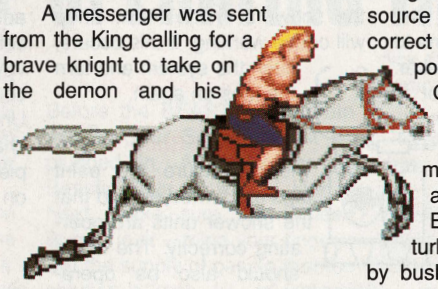
The demon Anthrax had created spoke in a deep, evil voice, and challenged the wizard as to why he was woken. Anthrax managed to to splutter a reply, along the line of world domination using the demon as his secret weapon. However, the demon didn't agree with his wishes, and decided to take the land for his own, destroying the flourishing kingdom as he went.

Before long, a new civilisation began to build up, consisting of men from distant lands, and as the population grew, so did the demon's uneasiness. It was after a few generations had passed that the demon thought it was time to awaken from his sleep and wreak havoc for the second time.

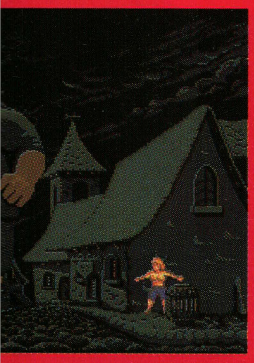
A messenger was sent from the King calling for a brave knight to take on the demon and his hordes. The message never found its owner, instead it fell into your hands. The scroll orders you to visit the King immediately, and embark on this desperate mission.

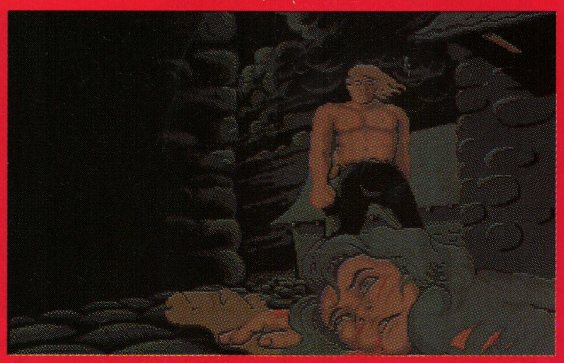


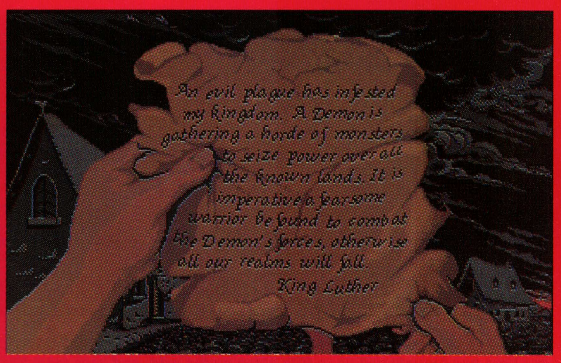
You start your dangerous journey on the back of your horse. You must use your riding skills to the full in order to avoid obstacles such as rocks and milestones by leaping over them. Other hazards include the minions of the demon who fly over head and swoop down at you to attack. A swift punch should deal with them. Potions are scattered along the dirt track, providing a source of energy as long as the correct colour is collected: Red is poison (do not collect!) and Green is the one you need.



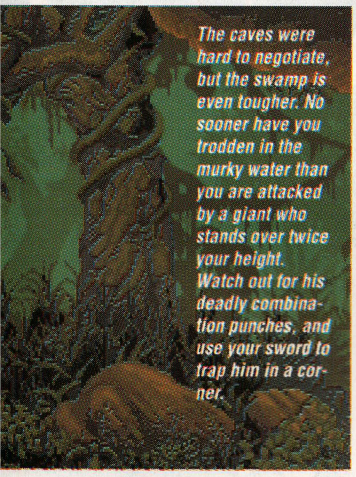
Having rode through the desolate plain for many a mile, it is time to take a rest and regain your strength. Before long, you are disturbed by a noise from a nearby bush. Grabbing your sword, a







he Demon



The caves were hard to negotiate, but the swamp is even tougher. No sooner have you trodden in the murky water than you are attacked by a giant who stands over twice your height. Watch out for his deadly combination punches, and use your sword to trap him in a corner.

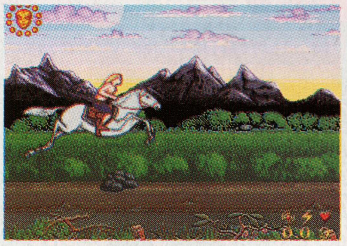
quick investigation reveals a band of goblins lurking in wait.

One-on-one combat between you and the leader of the pack soon ensues. Armed with a pick-axe, the goblin should prove easy-meat, although his knife-throwing pal can cause a problem.

The caves are host for the next battle, this time against a large reptile dinosaur-like creature. He likes putting the boot in, so a good tactic is to attack high, swiping for his head or neck. When defeated, the creature shrinks and runs off, leaving you to continue your journey.

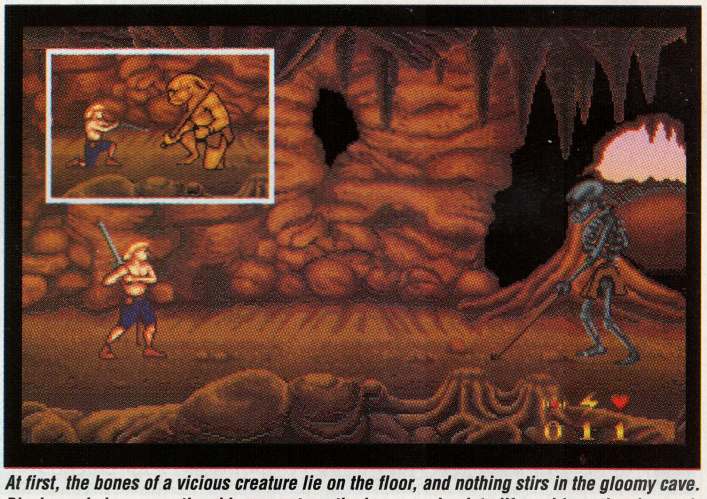
You must now decide whether to turn east or west, but what is for sure is that the key for a distant gate must be found. Once again the many creatures of the night are all out to get you. Large spikes must be leaped over, and it is equally important to avoid the lava that is spat from the volcanos.

After defeating the cave guardian and his loathesome minions, the swamp is your next destination. Here you are confronted by a giant ogre. By avoiding his cumbersome punches you should be able to overcome him and then decide whether you travel to the tower or the temple.



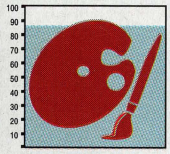
You must mount your horse and ride like the clappers to the next point of call, the demon's lair. However, you have a few problems with obstacles both on the ground and in the air, and therefore must avoid the the bricks and so on before settling down for the night to recover your energy.

He was no match for your swordplay and after a few hacks, the low-life slumps to the floor, motionless. A search of his body reveals a small vial containing a potion. But what does the strange liquid do? The only way is to drink it and find out!



At first, the bones of a vicious creature lie on the floor, and nothing stirs in the gloomy cave. Black magic is soon noticeably present, as the bones spring into life and form the shape of a bold warrior. Electricity sparks around his ageing body, and before your eyes a tough leathery skin forms over the skeleton.

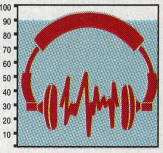
A C T I O N I N F O



WRATH OF THE DEMON

READYSOFT

TEAM: ABSTRAX

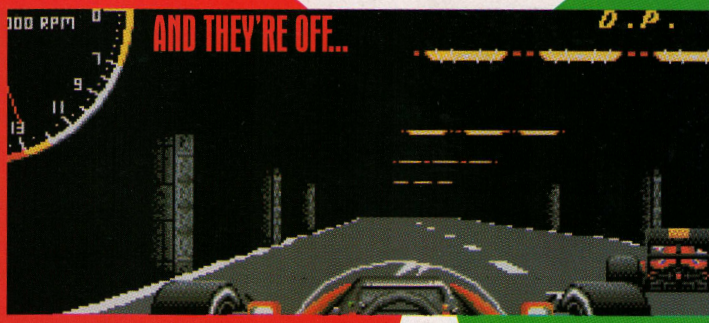


ReadySoft's other games, including Dragon's Lair and Space Ace, have all suffered from the same thing: the graphics and sound effects are stunning, but the gameplay has suffered quite considerably. However, Wrath of the Demon, although still containing breath-taking visuals and ear-shattering sound, manages to remain quite playable. On the whole this is an enjoyable romp that, unfortunately, may lose its appeal quickly due to it's rather repetitive gameplay.

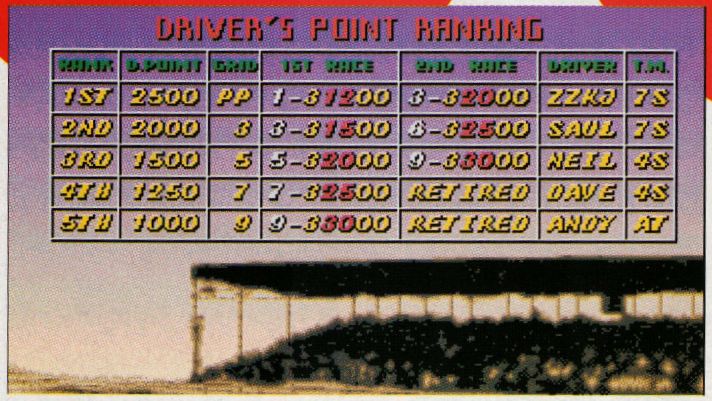
DEMON DATA

Total size: 600 screens of non-stop action
Graphics data: 3.5 megabytes
Music and sound data: 600 kilobytes
Music sample rate: 20KHz
Soundtracks: 9
Screen update: 60 times a second
Different monsters: 120
Maximum sprite size: 300x144 pixels
Project duration: 10 months

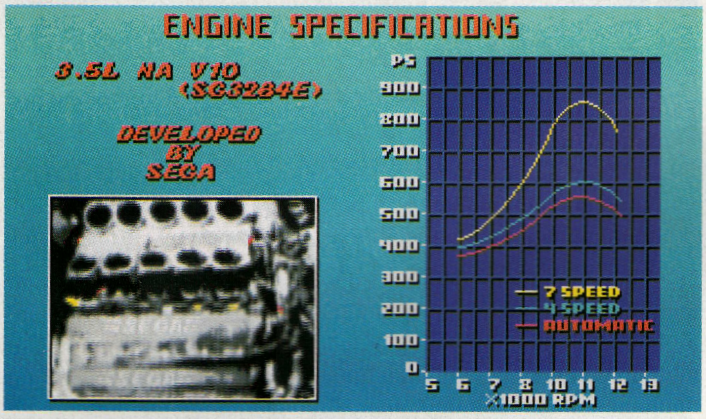
After clambering into the tight fit of your car's cockpit, it's onto the starting grid. Your qualifying time has brought you up to fifth place on the grid, and your ready for the off. As the lights change to green, you must get off to a flying start to stand a chance.



Slamming the gear into first, then second, you motor away towards the first left-hand bend. Accelerating out of the bend, you change into fourth, getting up to around 300 kph. Up ahead is the long straight followed by the tunnel where top speed can easily be reached.



After each race, you will be awarded a set number of points depending on the position in which you finished the race. Obviously, the higher the position, the better your rank will be, but it is the end total that counts and not a single race result.



The car which you drive in Monaco GP is fitted with a 3.5 litre V10 engine that powers the car to speeds over 300 kilometers an hour. To gain maximum acceleration it is best to use the full seven gears efficiently instead of relying on an automatic gearbox.

Super

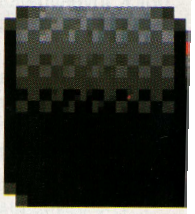
RACING

Ayrton Senna won the Formula 1 championships back in 1990, his Marlboro McLaren taking him to victory. Prost came in second, his Ferrari bringing him in just behind the winner. This victory brought McLaren yet another win, this time in the constructors' championships. Unfortunately, no top-three position was gained by Britain's Nigel Mansell, but Ferrari managed to grasp second place as a constructor.

At the same time as the championships were taking place, Super Monaco GP was doing the rounds in the arcades. The arcade machine was a huge hydraulic compartment, which sat the driver in the nose-end of the car. It spun and turned violently according to the twists and turns that you made or if you smashed into another opponent or roadside obstacle.

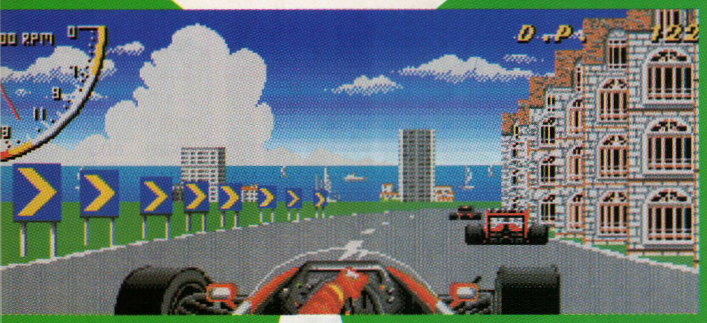
Obviously, the conversion to the Amiga will not include a large DIY revolving platform to place your computer on, as the box wouldn't fit on a shelf in W H Smiths, but it does recreate the action-packed thrills, spills and high-speed driving that made the arcade game what it was.

Super Monaco GP features four of the World Championship tracks in the correct order, the final being held in Monaco. To begin with, you must qualify

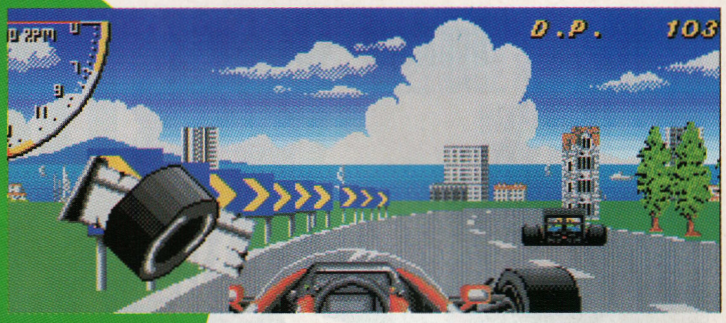


Super Monaco GP was originally planned to have as much roadside detail as possible, but the final version has been slightly changed so the track moves faster and more smoothly.

There are three types of transmission to choose from: automatic, four-speed and seven-speed reflecting different levels of experience.



aking hard for the next right-hander, you fail to notice the car racing up behind you. Unfortu-ately, your rear-end skids out, and with the help of the car behind, you see that a crash is minent. Time for some quick reactions or you're out of the race.

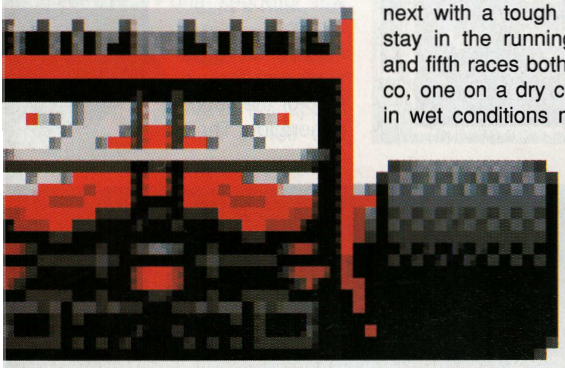


Trying hard to control the skid, your front wing and left wheel scrapes the road barriers, causing severe damage. The axle can no longer take the strain and your wheel bounces off down the road leaving you to climb out of your car.

Monaco GP

each race. The earlier stages of the championship are simple to qualify for, but obviously the further you progress, the harder it becomes. Qualifying will determine your position on the starting grid.

The first race takes place in France, where you must finish in the top seven in order to qualify for the next stage. The second leg in set in Brazil, a total of fifth place or higher being required to race in the next location. Spain is next with a tough third needed to stay in the running. The fourth and fifth races both occur in Monaco, one on a dry course, the other in wet conditions making the road damp and slippery.



Super Monaco GP places you in a Formula 1 racing car that can be controlled by either a joystick or the mouse. Gears are operated using the right-hand mouse button or a key on the computer. You are given the choice of control method that you would like to use. There are three options for both mouse and joystick and each one represents the automatic, four speed and 7 speed. These reflect on the levels of experience

Three levels of experience can be chosen: beginner, intermediate and expert. When playing as a beginner, gear changes are automatic, intermediates have four gears to use whereas experts have the full seven gears to flick through. It is wise to start with the automatic and gradually progress to seven gears as you become better.

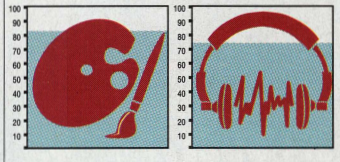
OVERALL SCORE **85%**

ACTION INFO

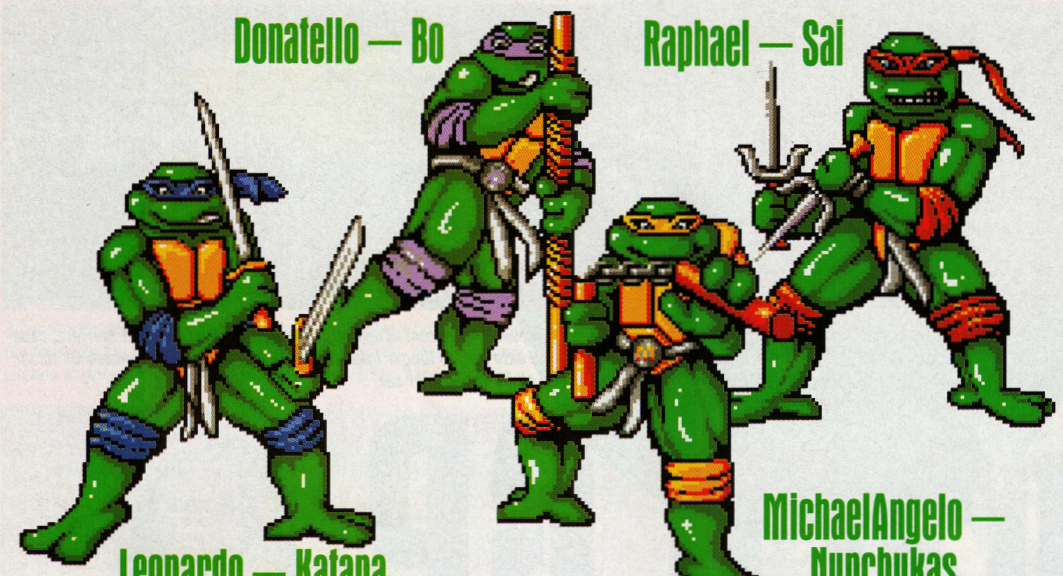
SUPER MONACO GP

U.S. GOLD

TEAM: ZZKJ



Super Monaco GP is a first-class racing game, as it includes fast, smooth graphics that update very quickly. The difficulty is set perfectly, the first few track being easy but the later races needing a little practice. With four tracks to complete overall, it may take time to make it to the top of the championships. One gripe was that the opposition seem a little unintelligent, sometimes driving 'through' your car. Both mouse and joystick controls are easy to get to grips with, making Super Monaco GP one of the best racing games on the Amiga to date.



BEAT 'EM-UP

The Teenage Mutant Ninja Turtles were originally conceived by two friends, Peter Eastman and Kevin Laird, in a small cafe in the States where the first cartoon was scrawled on a napkin. Since then, Mirage Studios have published over 30 issues of the monthly comic entitled *The Tales of the Teenage Mutant Ninja Turtles.*

Four graphic novels have also been printed, as well as numerous volumes of collectors' editions. This was how the set-up went on, with the readership increasing as more and more people discovered the comic that was somewhat different from the rest.

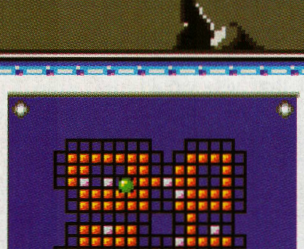
A Role-Playing game was then produced, allowing the public to actually take on the character of Raphael, Leonardo, MichaelAngelo or Donatello, or a totally new mutant of any creature you wanted!

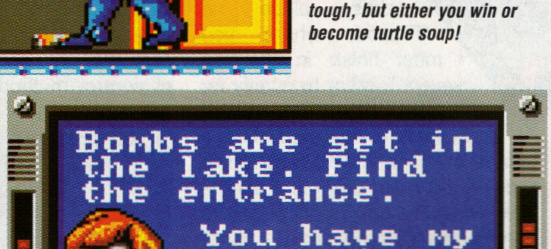
It was at the beginning of 1990 that Turtle mania first took off, with the release of the movie in America as well as the numerous T-Shirts and other paraphernalia.

In the trip across the Atlantic, the Ninja was dropped and replaced by Heroes, as Ninjas were just too violent for the younger generation. Their foes

At last, you've found your arch-enemy, the Shredder, and he's waiting for you. Soon the final battle commences, you armed with your sword and him with his life-transformer gun. Keep up your guard and you'll be a hero turtle. The battle will be tough, but either you win or become turtle soup!

(Right) From Splinter's info screen you can change to any one of the four turtles. Different turtles can use different weaponry, and certain weapons are useful for specific things. For instance, Donatello's Bo can be swung a long way, thus good for defeating tricky opponents.

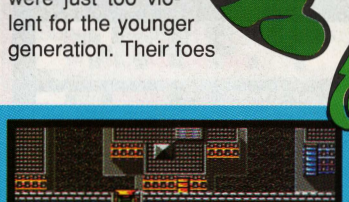




New York is rough town for a turtle, as around every corner awaits one of the deadly foot soldiers or another of Shredder's evil henchmen. However, a slash with your weapon should show them off.

Two mutants, Bebop and Rocksteady, have kidnapped street journo, April O'neil, and only a brave turtle like yourself can rescue her. Beware, because both experts in armed and unarmed combat.

The city is in grave danger, as the dam that protects the civilians is about to be bombed by the Shredder. You must disarm the bombs before they explode. But remember, this level is against the clock.

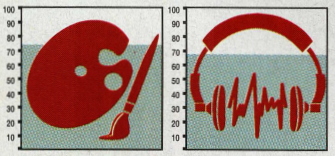


Enter the Turtle Party Wagon (Cowabunga dude, look at the size of that thing!!) It may be awesome as it rips the Foot to shreds, but it certainly gets you noticed!

Teenage Mutant Hero Turtles™

ACTION INFO

TEENAGE HERO TURTLES
IMAGEWORKS
TEAM: PROBE



After the pre-release hype and advertising campaign that surrounded both the Teenage Mutant Hero Turtles game and everything else amphibian-like the T-shirts, the cartoon, etc), I would have expected a game that was a little better. The sound is generally good, featuring a slightly annoying tune, and a couple of decent 'slashing' spot effects. The same applies for the graphics – extremely colourful but a little simplistic giving an 8-bit overall feel. However, we found the game to be totally uninspiring, as it doesn't really include enough variety to keep you coming back for more of the same. Sadly, a poor release from Imageworks that does not use the Amiga's capabilities to the full, but will probably sell incredibly well due to the fact that turtles are the hottest thing since last year's Batman. The quality of the game is poor and I think they would have been much better off if they had converted the superb coin-op instead of the Ultra Games' American import.

have also changed – the TMNT were constantly fighting the might of the Shredder's Foot clan. However, the Foot have taken a back seat and two new opponents have appeared – Bebop and Rocksteady. These are also mutants, like the turtles, one being a boar and the other a rhino.

TMHT is basically a beat 'em-up in which you as the four turtles must defeat the evil Shredder. However, first things first, as Bebop and Rocksteady, Shredder's henchmen, have kidnapped April O'Neil and taken her into the sewers. Venturing into the murky depths, you are rapidly attacked by sewer flies and other nasties, whose bite is energy-sapping.

Bebop is the first guardian you'll have to defeat. His long reach will enable him to punch you from quite a distance, so it's best to choose a character with a large weapon (either Leonardo or Donatello) and keep your distance.

Soon after, Bebop's fighting partner, Rocksteady tries to make turtle soup from your remains using a rapid-fire machine gun. The rhino is a little slow on his feet, and the lightning reactions of a Ninja... sorry, Hero Turtle should easily prove a match for him.

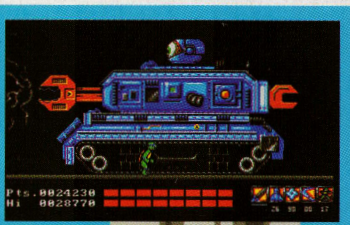
The next level takes you underwater. Obviously a turtle can swim fairly well, so there is no problem there, but the time limit and a series of time-bombs make the task a little harder. You must swim one of the four amphibians around the underwater complex, disarming the bombs as you go. If you succeed, you can climb out of the water and continue your search. Fail, and the bombs will explode, bringing the dam down and your quest to an end.

After many battles, countless strikes to both of you and many shurikens later, you should hopefully locate the Technodrome. Deep within the metal bulk lurks the Shredder. Looking more like a tank than a human, it look as if a can opener is what's needed for this guy, but only by destroying this clan leader and his life transformer gun will the victory be yours.

The sewers are infested with mechanical mousers. This larger counterpart is found just before you enter the Technodrome, spitting plasma from its eyes as you approach.

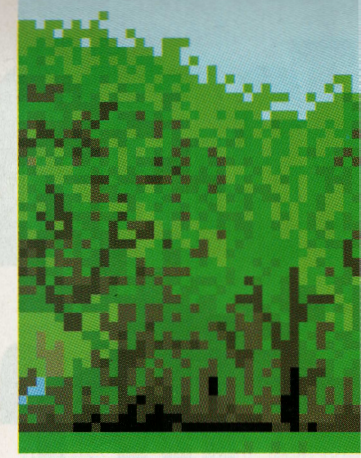
After rescuing April, you only have Splinter, your mentor, to find. However, the rat is protected by a tough, flying robot, who brandishes a large sword. His resilient metal shield protects him well.

You've finally made it into the Shredder's mobile battle station, the Technodrome. Who knows what lurks inside, waiting for the unwary turtle to pass? But one thing is sure – the Shredder will be waiting for you.



Just when you thought it was safe to enter the Technodrome, a massive tank trundles onto scene, dealing deadly shocks with its protruding terminals! Its eye is the only weak spot.

Plenty of foul deeds were committed at the castle when Emelda was owner. Just take a look around the torture chamber for some clues on human pain.



Elvira

ADVENTURE

When my ad was answered in the *Broomsticks Weekly* magazine – a kind of ghost-buster's trader – I couldn't believe my luck. Some woman called Elvira was having a little trouble with spooks running amok in her recently acquired castle. The money seemed pretty good and I hadn't had a decent job for ages. It looked as if my luck was in.

On reaching the entrance to Killbragant Castle everything seemed pretty quiet. The usual visitors' map and blooming flowers you'd normally associate with a tourist attraction were present although something was not quite right – it was just a little too quiet for my liking.

The castle entrance was already open so I trotted on over the drawbridge. No sooner had I passed the entrance museum than a large fist grasped hold of my shoulder and pulled me into the gatehouse. It was the gatehouse keeper and he didn't look too friendly. Without so much as a hello he had dragged me into a dark dungeon, mumbling something about Emelda and how I would prove a worthy meal for her.

Journeying around the castle grounds you stumble across a broken down old shed that seems to have been the scene of some evil happening. On entering your worst nightmare comes true. Lying dead on the floor is an elderly gentleman, his throat torn open to reveal gorging maggots, bloated with the blood of the corpse they inhabit. This is just the first of many gruesome encounters.

(Right) Although everything in the castle is shrouded in history the living room in the main castle building seems relatively modern. You heard rumours of a vampire inhabiting this portion of the castle and so you gather one of the fire stakes.

(Right) Amongst all this death and destruction the garden comes as a pleasant surprise. On entering you find a myriad of different herbs and flowers. These could prove useful for spells and potions if only you knew exactly what they were called.

Your first encounter with one of the undead creatures of the night. This vampiress wants you to join her for dinner but you have no thoughts of becoming the main course so you drive the stake into her evil heart and she is gone. All that will be left is a pile of dust. innocent though it may look, the dust could prove useful for later so make sure that you pick it up and place it into your inventory window.

RETURN OF

The castle is guarded by many warriors of and each one has a certain skill in combat monks are the easiest of all, taking only o

Welcome to Killbragant Castle, full of English history and a few other surprises just for good measure. If you've got any brains you'll leave now.

Mistress of the Dark

Although the reception was pretty hostile, the dungeon was even worse and when I heard the footsteps drawing closer I broke out in a cold sweat, awaiting my fate. Fortunately, it was Elvira and, although not very happy with my progress, or lack of it, she unlocked the dungeon door and set me free, awarding me a fresh chance to fulfil my quest.

Did I mention the quest? No? Right, here goes. Apparently, Elvira's Grandmama, Emelda, fell in love with an evil wizard called Beremond and together they partook in evil practices, some of which are too foul to mention. Emelda's hopes for immortality were dashed when she, well, died. Unfortunately, Emelda was blessed with resurrection should the Scroll of Spiritual Mastery be found and read. The scroll was locked away in a chest which required six keys to open it. Elvira hired me to find the chest so that the evil spirit of her Grandmama can be dispelled forever.

Unfortunately for Elvira, the evil spirits of Killbragant responded to the energy being generated by her enigmatic personality and her considerable assets. The spirits locked Elvira up but she managed to escape and rescue me. I am trying to puzzle out the secret of the chest.

The castle was full of places to go but all caused one problem: where first? I decided to leave the castle grounds and take a stroll around the gardens. On walking up to the exit my way was blocked by a knight dressed in armour and covered with a red tunic. I immediately drew my sword and prepared for combat. He swung at me but my fast reactions blocked his attack and I followed up with a devastating hack which opened his chest right up. With a yell of pain the knight slumped to the ground. My first kill of the day and a pleasant sensation of authority.

On venturing into the garden I paused to collect some wild berries and various other flowers. Elvira had told me that, with the correct ingredients, she may be able to mix me some spells. She had already awarded me with three, two of which were weapons while the third replenished my energy should I lose any during my many bloody skirmishes.

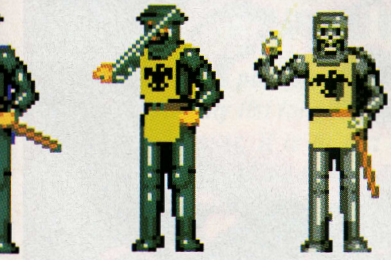
I entered the main gardens and ventured into a bushy alleyway. A small, broken down shed confronted me but there was no sign of life. As I entered the shed I coiled back in terror for there before my eyes was the body of a man sprawled across the floor, his throat torn open revealing his windpipe which was infested with maggots.Turning from the terrible scene I noticed a crucifix on the floor beside the body. Other various objects caught my attention and I hurriedly stuffed them into my backpack.

Heading back to the castle I decided that I would chance my luck in the actual living quarters. Things had been pretty quite so far and I was feeling fairly confident. I pushed open the old wooden door and cautiously stepped inside. Climbing the stairs to the first floor I entered Elvira's living room. The room was full of objects including stakes of wood.

On exiting the room my curiosity got the better of me and I decided to make my way up to the second floor via the creaking staircase.

Continued on the next page...

E LIVING DEAD

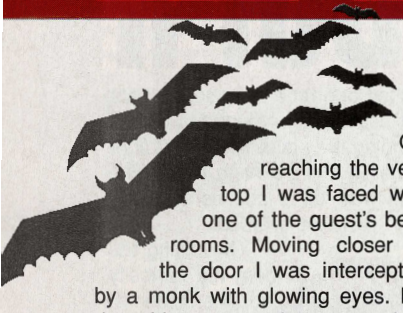


before screaming out in pain and falling to the floor. The knights differ in skill which is reflected in the colour of the tunics they wear.

The cook is not the most helpful of people and not the prettiest either. In fact she's as evil as the other inhabitants of the castle. Elvira will refuse to enter the kitchen until you have done away with the cook and you will need Elvira to mix the spells for you. You'll need a special item in order to kill the foul cook before she can get to you with her chopper! This special item can be found deep within the dungeon located below the main castle building. The item that you require is salt. Don't ask me why but it seems to do the trick. As soon as she approaches you must throw the salt at her and she will melt away into nothing.

1) Oven Gloves
2) Spells and Recipe Book
3) Single Handed Axe
4) Double Edged Sword
5) Swiss Crossbow
6) Metal Shield
7) Crossbow Bolt
8) Vampira Dust
9) Elvira's Personal Diary
10) Photograph of Elvira
11) Pewter Mug
12) Georgian Candlestick
13) Pewter Plate
14) Hay
15) Sledge Hammer
16) Spade
17) Edible Mushrooms

18) Rusty key
19) Annual Seeds
20) Paraffin Lamps
21) Crockery Cup
22) Biscuit Tin
23) Grass Seeds
24) Silver Crucifix
25) Sage leaves and Onions
26) Red Berries
27) Red Poppy
28) Dogwood
29) Firethorn
30) Magic Scroll
31) Laser Scroll
32) Elvira's Dagger
33) Jelly Spell
34) Backpack

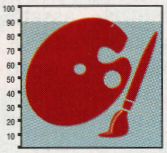


On reaching the very top I was faced with one of the guest's bedrooms. Moving closer to the door I was intercepted by a monk with glowing eyes. He drew his mace and took a swipe. My shield couldn't stop the weapon and the spikes bit into my arm.

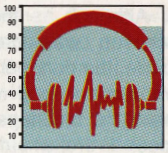
I recovered my senses just in time to thwart his next attack and struck back. The creature skilfully avoided my sword. I retreated quickly and consumed one of the magic potions. Holding out my arms, a flash of energy soared from my fingertips and killed the monk.

I walked into the bedroom where a beautiful girl lay in the bed. Her eyes suddenly flicked open and her lips widened to reveal glistening fangs – a Vampiress! Drawing quickly on the stake I positioned it over her heart and drove it into her chest with the hammer I'd collected. She cried out in pain before dissolving into a pile of dust. What other foul horrors would face me?

A C T I O N I N F O



ELVIRA
ACCOLADE
TEAM: HORRORSOFT



Elvira has to be one of the best graphic adventures I have seen. The graphics are superb and although there is a fair amount of disk swapping the end result is worthwhile. The locations have been beautifully drawn with great attention to detail. The sound is equally as good, with some very atmospheric tunes for each different location. The horror content is pretty strong and I can foresee a few complaints from worried mums, but Elvira is still a worthwhile purchase. I would highly recommend it.

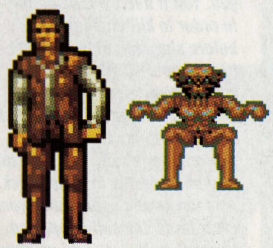
Once the cook has been killed, Elvira will take her place behind the cooking table. She will mix any spells that you may require but you'll need the correct ingredients and the spell book. Now, where would you keep a book? In a library, perhaps?

The falconer bird is evil and if you stay too long it will fly into the air before diving and tearing your eyeballs from their sockets. The bird can only be killed with a crossbow bolt but you'll have to become proficient with this weapon first.

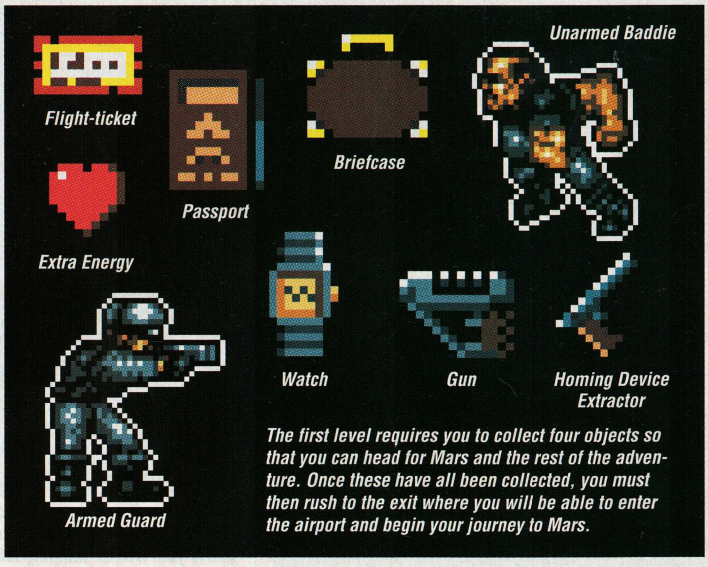
THE MANY FACES OF DEATH

There are many ways to die but you can guarantee that they are all pretty gruesome. Throats torn out, eyes plucked out and skulls crushed are all commonplace. The stench of rotten, maggot-infested corpses will drive you on in your quest to discover the secret of the chest.

SLICE THOSE GHOULIES

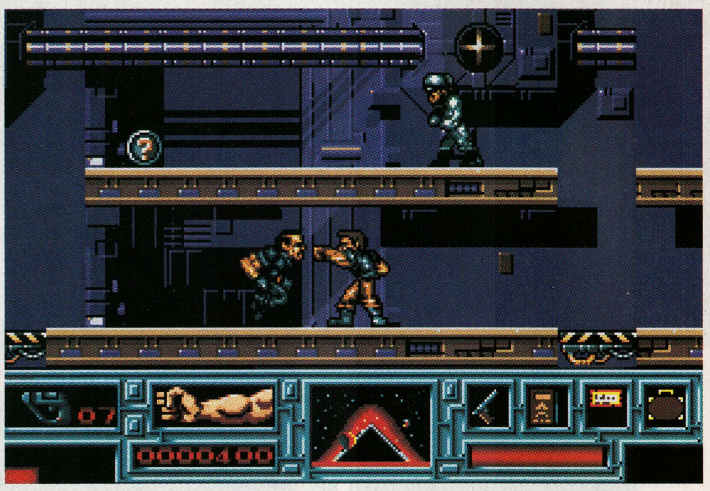


Although the man in the stable may look harmless he is in fact a werewolf and if you don't exit the room in time he will transform and tear your throat out. The falconer is an undead creature as is the fire demon. The skeletal warriors guard the dungeon but are easy to defeat.



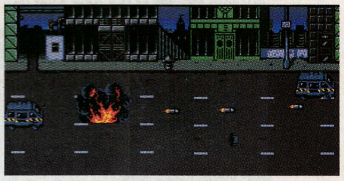
The first level requires you to collect four objects so that you can head for Mars and the rest of the adventure. Once these have all been collected, you must then rush to the exit where you will be able to enter the airport and begin your journey to Mars.

Quaid rushes around the complex in search of the next object, but thanks to the aid of his special watch this isn't too hard. Just follow the arrow. He'll have to find all the items that he requires if he wants to travel to Mars. He must then rush to the airport.

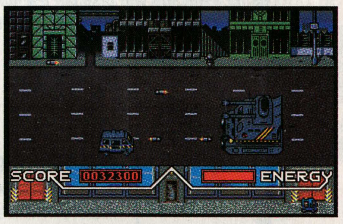


Total Recall

Not the best chase scene I've ever come across. All you have to do is avoid the other vehicles until the little taxi at the bottom reaches the other side of the screen.



Just when you thought you had made it to the next level a huge tank appears and starts to make your life quite miserable – until you realise how easy it is to destroy!



SHOOT 'EM-UP

There was no reason for Quaid to suspect that his life was anything but normal, but that was before he went to Rekall. His dreams had been troubled of late, troubled with visions of Mars, a beautiful girl and a terrible death. He didn't know why he had these thoughts, or how, for he had never been to Mars.

After a lot of thought Quaid decided to go for a memory implant from Rekall – an implant of a holiday on Mars that would hopefully put his mind at rest. Unfortunately this was possibly the worst thing he could have done. The implant was unsuccessful, and worse still it revealed that his past was all a lie and his real name was not Quaid.

There was only one thing to do. Go to Mars, find the girl and hopefully work out who he really was and why his memory had been replaced in the first place. But would this journey end like his dream – with death?

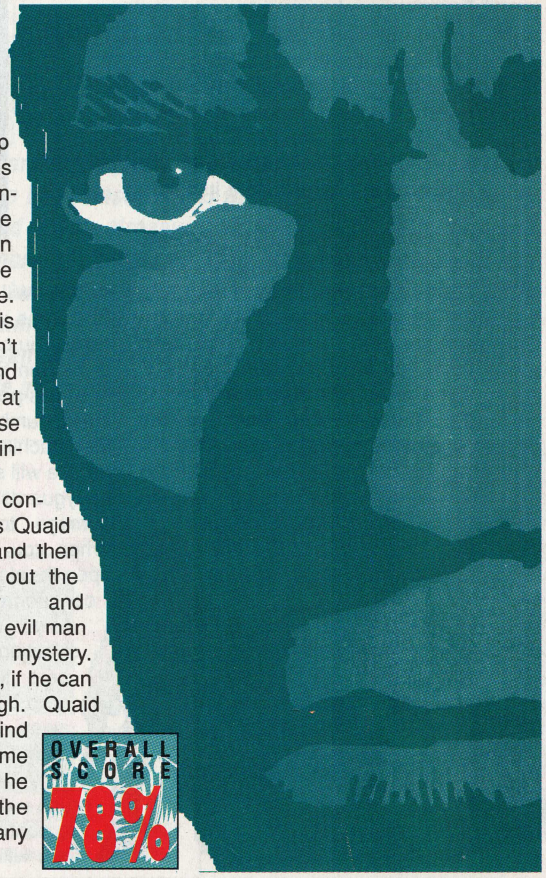
MEGA ZONE RECOMMENDED RECOMMENDED

The game follows the storyline of the film very closely, with you controlling Quaid in his attempt to find out his true identity and what is actually going on. Before he can go to Mars he must collect four objects – a passport, flight-ticket, briefcase and a special device to extract a homing beacon implanted in his head. Once all these are collected he will then be able to go to Mars and continue the search for information.

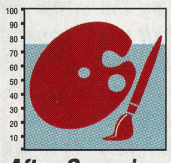
However, someone isn't that keen on Quaid finding out his true identity and whoever it is has sent a lot of men to stop him. With only his bare hands and a gun with a small amount of ammunition Quaid has to hold these thugs long enough to reach the spaceport.

But before he can reach the spaceport he must dispose of the homing beacon. Jumping into a nearby taxi, Quaid has to rush through the streets avoiding the numerous pursuers who have still not yet given up and make his way to an abandoned warehouse where he can remove the device in peace. Unfortunately, his pursuers aren't shaken easily and they soon arrive at the warehouse with plenty of reinforcements.

The game continues, and sees Quaid arrive at Mars and then go on to seek out the alien reactor and Cohaaggen, the evil man behind all this mystery. That is of course, if he can last long enough. Quaid must try to find Cohaaggen in time and make sure he kills him before the enemy can do any more damage.



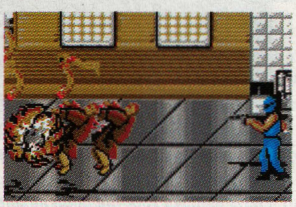
ACTION INFO



TOTAL RECALL
OCEAN
TEAM: FRED O'ROURKE & BOBBY EARL

After Ocean's poor show over the last year Total Recall wasn't on the top of my list for games I was looking forward to I must confess. However, it is in fact quite good. The actual main sprite, Quaid that is, looks a bit dodgy at first but once you get into it the game is quite addictive. The graphics and sound are good, even if the Arnie sprite is a midget with a moustache. This is certainly a step up the ladder for Ocean, and let's hope things carry on that way. But in the meantime, give Total Recall a try.

Your NARC 2000 mobile scanner unit will inform you of the next bust you have to make.



Some explosive action in the subway. Using a missile will take out a whole group of bad guys with a single shot, sending their limbs flying everywhere. Lovely.

WINNERS DON'T USE DRUGS

1. *Drugs and money collected as well as arrests made*
2. *Bullets and missiles remaining*
3. *Damage taken and lives remaining*
4. *Scanner showing location of exit and the thugs*
5. *Status panel for second player if being used*
6. *Main playing area*

Helicopters fly overhead, launching missiles at you in an attempt to stop you in your tracks. Jumping into the Porsche will allow you to zoom off to safety, if you can get that far.

Having reached the labs you can go about destroying the equipment used for the production of the drugs. You also have to search for a security card to open the safe door at the end of the level.

SHOOT 'EM-UP

Narc

The Mr Big Corporation is the largest criminal organisation in the world. It masterminds drugs smuggling operations on a multi-million dollar scale. To combat this threat the polic have put together a group of street hardened cops and formed the Narc unit. Using the latest military hardware Narc must infiltrate the Mr Big Corporation and eliminate its figure head, Mr Big himself.

Your fight against Mr Big starts on the streets. His gangs of brain-dead henchmen ambush you from the derelict houses that line the streets, and Alsation dogs leap upon you snapping with their fearsome jaws. Your objective is to find the doorway that leads to the pipeline, a secret passage that will take you to Mr Big's drug labs.

When at the labs you are set upon by Mr Big's bodyguards who not only attempt to punch your face in but will throw a plethora of Shurikens which will tear into your body. You can swap from a submachine gun to a mini missile launcher at this point, but you only have a small number of rockets so keep the machine gun handy. Firing a missile will send the henchmen and bodyguards flying as well as cause damage to the lab equipment. When you find a security card to open the door at the end of lab you can progress further.

As you move through the levels of action any of the gang members that you eliminate will drop bonus icons as they pass away. Extra missiles and ammo clips will increase your fire power while cash and drugs will increase your score. A big bonus will be gained if rather than killing any thugs that you encounter you arrest them instead. The drawback is that you have to stand still while performing the arrest, leaving you exposed to attacks for a few seconds.

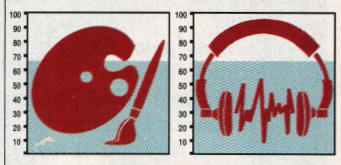
During the later levels things get even tougher. Car chases, gunship helicopters and heavy firepower speed up the action even more. Your search for Mr Big will take you through gang controlled territory full of roughie toughies and then on to the greenhouses where all the naughty drugs are grown.

Your absolute final encounter with the Mr Big Organisation will be in their main HQ. It is here that you finally get to meet the man himself, and reap your revenge, to rid the world of his terrible tyranny.

OVERALL SCORE 60%

ACTION INFO

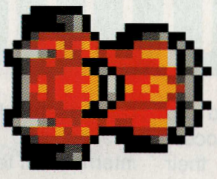
NARC
OCEAN
TEAM: GREG MICHAEL & STEVE SNAKE

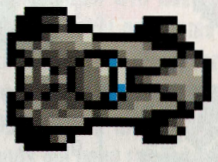


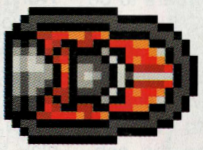
When Narc appeared at the arcades many said it wasn't a great smash hit and unfortunately the Amiga version is almost identical. There's a two player mode which is the best option but overall the game is repetitive. Each level is just a matter of following the street until you find the exit while shooting anything that gets in your way. Although Ocean have been having a rough time of late, it isn't really their fault that the game is as bad as it is, because it is very close to the arcade version. The average player will have completed the game in a short time, it just isn't challenging enough. Narc isn't worth 25 quid and can only be recommended for fans of the coin-op and shoot'em-up junkies.

By collecting credits that are strewn about the race tracks and gaining prize money for winning races you will be able to buy upgrades and bonuses for your car. A fruit machine can be used to increase your cash if you are feeling lucky.

Jupiter's Masterdrive







RACING

Imagine yourself in the fifth millennium. All forms of violent sport have been banned. The POF Corporation has rekindled the public interest in competitive motor sports with its Radio Command System.

A slave unit can be installed into all manner of vehicles which permits the pilots to control their vehicles from a remote console. This allows the vehicles to be raced at high speeds around lethal tracks without risking the lives of the drivers or the spectators.

After an intensive study the POF Corporation decided to construct a major competition arena in the system of Jupiter. The consoles were located in the central control base on the surface of Jupiter and the different circuits on the moons that orbit.

Since then millions of spectators have visited the complex to watch the competition. Every year numerous qualification trials are organised with the best of the best racing in the grand final, the Masterdrive.

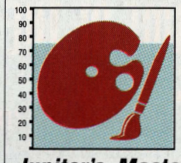
Jupiter's Masterdrive puts you in the place of one of the pilots, using the consoles to guide your craft around the deadly circuits. Before racing you are presented with a graphic of Jupiter and its moons. Clicking on one of the moons will allow you to practice that particular circuit or if you choose Jupiter itself then the Masterdrive tournament will begin.

The courses range from a basic oval type road to very complex, winding tracks. Some of the latter circuits split into two or more paths, some ending in dead-ends. Not only does the layout of the tracks alter but so do the actual surfaces of the road and the vehicles themselves. Racing on ice requires great care as the cars tend to slide far easier than normal. Piloting a hovercraft is very different to a wheeled vehicle and learning to control the thrust with short bursts takes time.

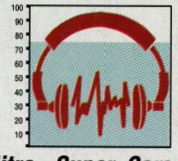
The standard racing is broken up by bonus levels that have two competitors racing around a maze to collect bonus objects. The first to collect 10 objects receives extra cash.

Money can be spent on upgrading the engine, brakes, armour, weapons and the like on your craft and each upgrade is available in three levels. Saving up cash and going for the biggest upgrade first is cheaper in the long term but spend wisely.

ACTION INFO



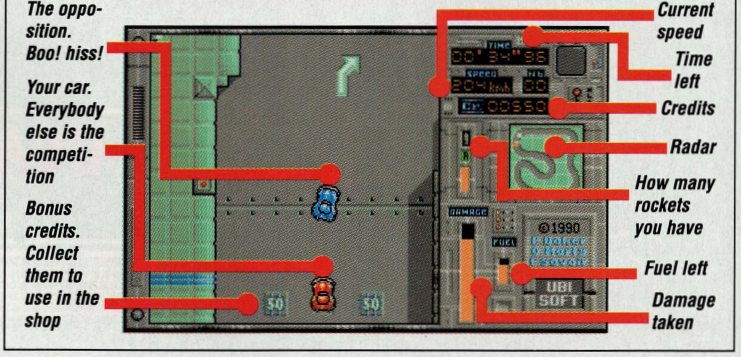
JUPITER'S MASTERDRIVE
UBI SOFT
TEAM: P.O.F

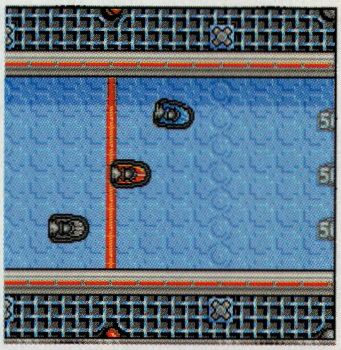


Jupiter's Masterdrive directly competes with Nitro, Super Cars and the soon to be released Super Cars 2. All are very similar in many ways and if you already have some of those games and want some more of the same then it is worth checking out Jupiter's. The two player option and the different vehicles vastly improve the gameplay. Without these features the lasting appeal would have been questionable. To sum up, Jupiter's Masterdrive is an enjoyable game that is certainly worth looking at.

The two player mode allows you to test your skill against one of your friends and a single computer controlled competitor. The racing is very tight and frantic, so no sneaking a look at the other player's screen! If your opponents do stray too close then ram into them and try to knock them off course. But beware. They might just decide to ram you and knock you off the track.

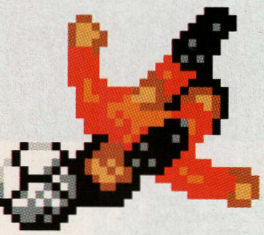
WHAT DO THESE BUTTONS DO?





Not all the racing is in cars. These hovercraft are tricky to control until you get used to the light touch that is needed to get them going in the right direction.

World Championship Soccer



SPORT SIM

After the world cup last year, soccer games lost their appeal somewhat and a new release was nowhere to be seen. Anco's Kick Off II still remained one of the best footie sims around, but others challenged its reign. Empire have recently released a sequel to Gazza's Super Soccer, featuring the sobbing superstar himself, but now Elite have converted the excellent World Championship Soccer onto the Amiga.

Many a lunchtime was spent down the Crown playing the game, as it was both addictive and fun to play. However, is the game as good on the Amiga as it was on its arcade parent?

World Championship Soccer is billed as the ultimate football game, offering one grand stadium, 24 international teams and a variety of other options to choose from. You can select whether to enter the World Championship, or play a one or two player test match. Obviously, if you select two player, another joystick will be required.

After selecting the type of game, you choose which team to play for. With 24 to choose from, you desired team should easy to find. Each country has its own statistics: speed, skill, defence keeper and total. This will generally determine how good you team is at various skills.

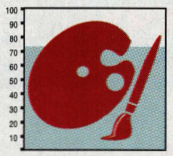
However, the team is divided up once again into the 11 players on field. You must select a single goalkeeper, four defenders, four mid-fielders and only two forwards. They are broken down once again into accuracy, speed, kicking strength and tackling strength.

When playing in the championship, the first six groups will then be shown. You'll be highlighted in one of these groups, and must play each of them. If you collect enough points, you'll be taken through to the next round and will therefore be one step closer to the cup.

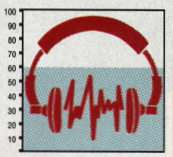
A test match only lasts for a single game, and you can either compete against a computer controlled team or a friend.

When playing a match, pressing the button will make the player slide tackle, or if in possession of the ball, kick it. If the joystick is centred, the ball will be kicked forward. When it's pulled back, the ball will be chipped high, and pushed forward, a low pass will be executed. Throw-ins are a point-and-throw matter, as is a corner kick.

ACTION INFO



WORLD CHAMP. SOCCER
ELITE
TEAM: MOTIVETIME LTD



Having been a fan of the excellent arcade game, World Championship Soccer, I was excited to hear of the Amiga conversion. The original was fast, addictive and fun to play because it was simple and easy to play. However, the conversion is not so hot. The three types of shot are too hard to execute when in the midst of an attack, and the computer can outrun most of your players whatever skill level you or it may be at. The overall result is a game with nice graphics, a lack of sound and annoying gameplay.

AND SOME OF THE CROWD ARE ON THE PITCH...

After a tame shot by the opposition, your keeper manages to trap the ball and clear the area. Far up the field, a winger attempts to gain a clear space, ready for your goal kick...

Unluckily, the kick drifted to the left, out of the reach of your star player. The ball is retrieved and given to the opposition before they take the long throw in.

As luck would have it, one of your mid-fielders intercepts the ball with a stunning over-head kick. My word, the skill of this player is unbelievable! Hopefully you should able to make something out of that.

As the ball curves in from the left, a single attacker speeds in from the right, ready to volley the ball. As the ball floats down, he boots it smack into the top left of the net! What a superb goal!

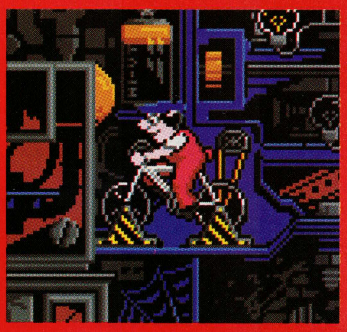
ARNIE'S INSIDE TRADER

Oh god! What a month it's been. What with us still working hard on keeping the revamp up to top quality we've been rushing around like dogs chasing their tails, while still trying to get down the pub for happy hour (which is just about any hour for us lot). But on to more serious matters like GTGA and the latest goings on in Neighbours. This month sees all sorts of playing guides, courtesy of the team which will hopefully deal with at least one game in your collection. However, do remember to keep those small tips coming in as they are the ones we need the most.

NIGHT SHIFT

Trying to keep your job in Lucasfilms' latest masterpiece is quite a tough thing to do, but you'll soon get the hang of it and make mega bucks in the process. However, if you can't wait to get to the next levels and deal with even bigger problems on the assembly line here are a few codes for those tougher levels.

Level	Code			
2	CHERRY	BANANA	BANANA	LEMON
3	BANANA	CHERRY	PINEAPPLE	PLUM
4	PINEAPPLE	LEMON	PINEAPPLE	PINEAPPLE
5	PINEAPPLE	PINEAPPLE	LEMON	CHERRY
6	CHERRY	PLUM	PLUM	PINEAPPLE
7	CHERRY	PINEAPPLE	LEMON	BANANA
8	PINEAPPLE	BANANA	PINEAPPLE	CHERRY
9	PINEAPPLE	LEMON	LEMON	CHERRY
10	LEMON	BANANA	PLUM	PLUM
11	BANANA	PINEAPPLE	CHERRY	PLUM
12	CHERRY	PLUM	BANANA	PLUM
13	PLUM	CHERRY	BANANA	PINEAPPLE



ROBOCOP II

Darren Galmaye (I think we spelt your name right) has sent in a neat little cheat for Robocop II. While on the intro screen type in:

SERIALINTERFACE

then while you're playing the game press F9 to top up Robocop's energy and F10 to skip to the next level of the game. This should certainly make things a lot easier, and you should be fighting it out in the later stages in no time.

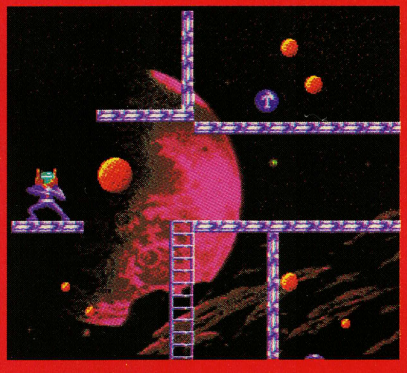
NITRO

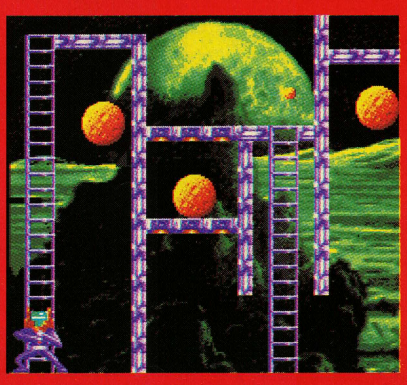
Racing around the tracks in this three player fun game is all very well, but it can be quite frustrating when you keep on running out of fuel. However, good old Alexander Simmons have posted us a cheat that will give you squillions of fuel and a fair bit of cash as well. All you have to do is enter your name as **MAJ** (the Batman cheat backwards) and start the game. Easy as pie.

OOPS-UP

Last month we printed the first few codes for Oops-up to get you off to a start. For those of you who can't be bothered to find out the other codes for yourself here are the lot (including last month's) thanks to Rahez Muthy, who incidentally beat the game within eight hours of buying it.

1.	P0O1	26.	FE5C	51.	FOR0	76.	R2T7
2.	DK51	27.	CXE5	52.	2FF7	77.	TUP8
3.	30FJ	28.	32H4	53.	R4KG	78.	KOP9
4.	FL59	29.	PD30	54.	39GH	79.	BIWI
5.	Q058	30.	10F4	55.	PW04	80.	EB01
6.	FA20	31.	D947	56.	OEP5	81.	SA3A
7.	5F6J	32.	FD4G	57.	R4G6	82.	S4A9
8.	CKD4	33.	DK48	58.	MFO3	83.	LA8D
9.	NF05	34.	206G	59.	OW75	84.	MUE0
10.	D04G	35.	DK39	60.	MC90	85.	ER7E
11.	40V8	36.	DGLO	61.	0OT8	86.	NEPT
12.	FDL0	37.	DO49	62.	TI27	87.	W8GA
13.	V03D	38.	6P05	63.	W3RE	88.	PI31
14.	49F8	39.	FO49	64.	PO5W	89.	2I10
15.	WAQD	40.	4G7H	65.	TRP2	90.	A234
16.	X038	41.	XPE5	66.	6GI3	91.	X3Q1
17.	UU09	42.	UP9F	67.	REWQ	92.	NEC1
18.	40FJ	43.	AQ1Q	68.	IPOU	93.	GUF7
19.	X03C	44.	S046	69.	HGF6	94.	A3K9
20.	DK49	45.	VE96	70.	FUKO	95.	C5J0
21.	G8LD	46.	XP4B	71.	30RT	96.	JH90
22.	P49X	47.	E114	72.	JUEE	97.	JUBI
23.	A0A5	48.	D824	73.	MIRO	98.	V069
24.	39VS	49.	84DS	74.	GULU	99.	T800
25.	XPE4	50.	S04L	75.	JUG8	100.	4799





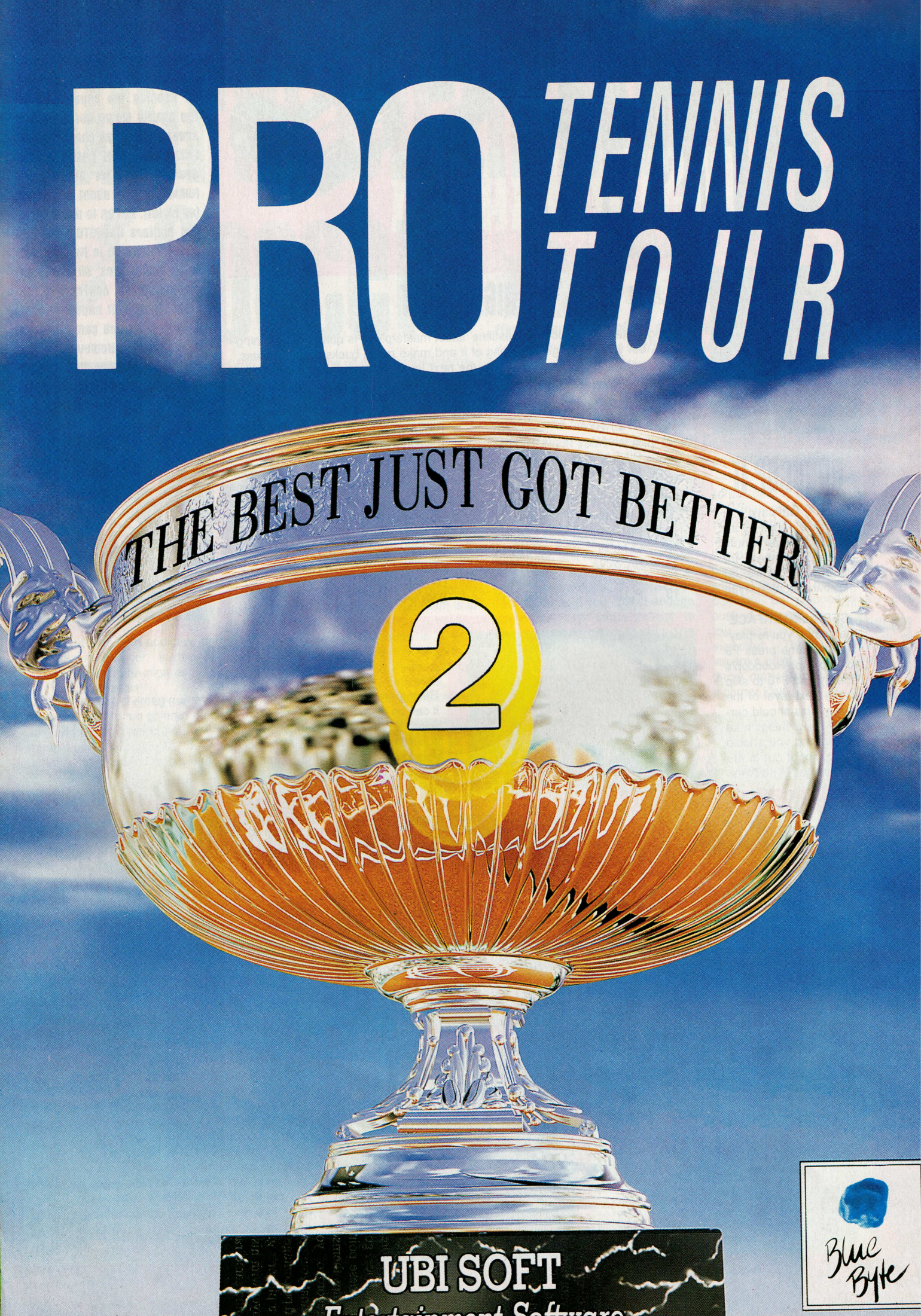
OPERATION THUNDERBOLT

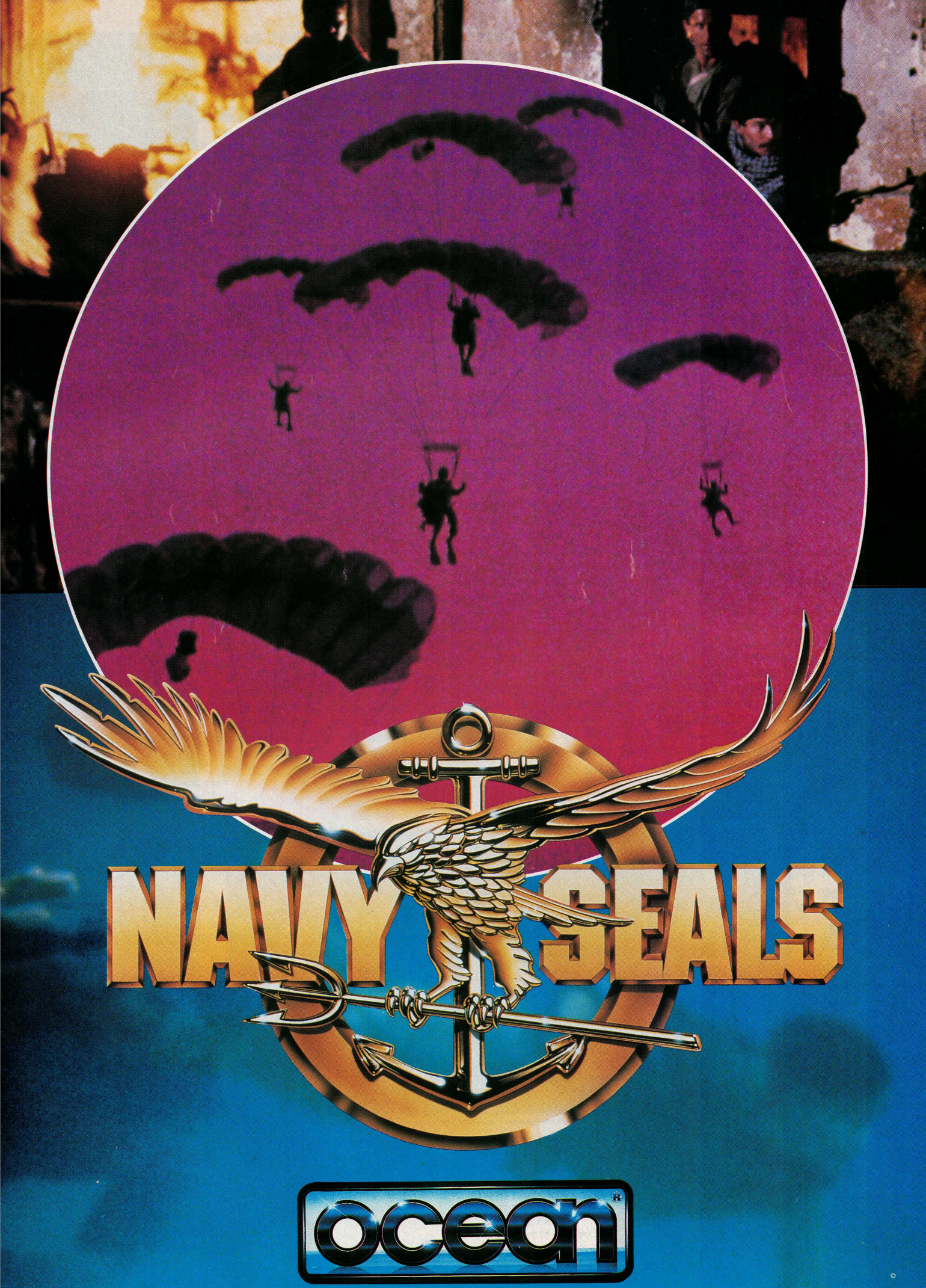
Pleas of help have been coming from many of you out there for a cheat for Operation Thunderbolt. Well, lucky for you we know a few and even though we've printed them before here they are again, just for you!

• When on the title screen press F8 and fire at the same time to start the game with your gun already equipped with the laser sighting.

• Once you've got a high score, instead of typing in your name on the highscore table enter the words **WIGAN NINJA**. Now you'll have infinite continues.

• Not really a cheat but something to pass the time. When on the high score table type in **SPECCY MODE**.


PRO TENNIS TOUR
THE BEST JUST GOT BETTER
2
UBI SOFT
Blue Byte



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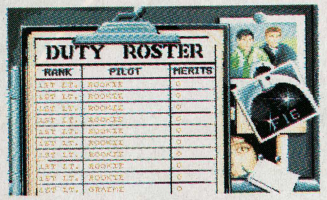
GTGA FALCON

Apart from the extra mission, the Falcon Mission Disk II also had quite a few other changes. The main one of these that most people will have noticed is that the enemy is a little bit more intelligent and a hell of a lot tougher. All the experience that you gained in Falcon will have prepared you slightly for the onslaught ahead, but new tactics will have to be incorporated. Of course we can't improve your flying, but we can give you a few helpful hints thanks to the help of Rod Hyde.

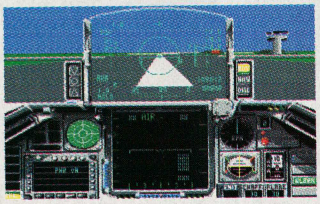


Signing on as a Falcon pilot couldn't be simpler. Make your friends accumulate the points with their pilots and then steal them and make them crash. Useful for getting rid of your opponents.

OVERALL MISSION

The objective is to gain numerical superiority of tanks in the headquarters sector. In fact you need 30 more than the enemy. If they get 30 more than you, you're dead. The number of tanks in the HQ sector is shown on the outside view. Once you have numerical superiority, you need to complete your selected mission before being awarded a medal for completing it.

You can't say that you've mastered the Falcon fighter simulation until you have been awarded the Medal of Honour when playing all missions with an extra set of aircraft.



Taking off is easy at beginner standard but as you climb the ranks your plane won't be so forgiving.

ENEMY SUPPLY LINES

The enemy are supplied by trucks using a north-south road to the east and an east-west road to the north. There are two bridges which means there are alternative routes to the delivery point. As there is more than one set of trucks the enemy will have traffic problems, especially if you start to disrupt things by blowing up bridges. It is interesting to see how the truck drivers deal with your interruptions.

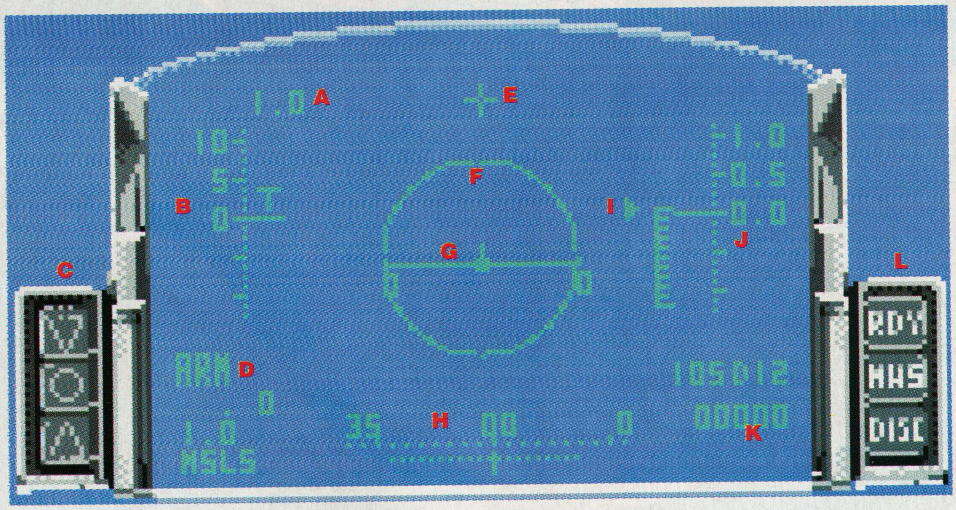
On the outside view there is some extra data about the status of the friendly and unfriendly tanks. When you see the *approaching* number for the enemies increase you know that they are on their way to the delivery point. From here the tanks go into stock which is camouflaged so you cannot see them.

Hitting the trucks just before they reach the delivery point is most effective. Each time a truck is hit a new one one will start its journey. So to keep down the number of trucks, hit them at the end of their course, making them waste a lot of time. Use the cannon as much as possible on trucks and save the heavier armament on the bigger targets.

Hitting both bridges is more effective because a bridge will take five missions to repair. But you do need to hit both bridges as the trucks can reroute.

Once a tank has reached the HQ sector it will dig in and so cannot be destroyed on subsequent missions. It is imperative then that any tanks near the HQ are hit as soon as possible. It is best to start by hitting all tanks near the HQ sector and then destroy the four pontoon bridges. This will halt progress for five missions. Then in the meantime, ensure that no truck reaches the delivery point.

BECOMING ACCUSTOMED TO THE HEADS UP DISPLAY



A) G-FORCE INDICATOR
How many Gs are you pushing?

B) AIRSPEED SCALE
Present speed in tens of knots

C) ANGLE OF ATTACK
Important when landing

D) AIR-TO-AIR MISSILE SPEC
Present air-to-air missile

G) FLIGHT PATH LADDER
Represents the angle of climb

E) TARGETTING CROSS
Used as a pointer to any targets

F) AIMING RECTICLE
Aiming area for missiles

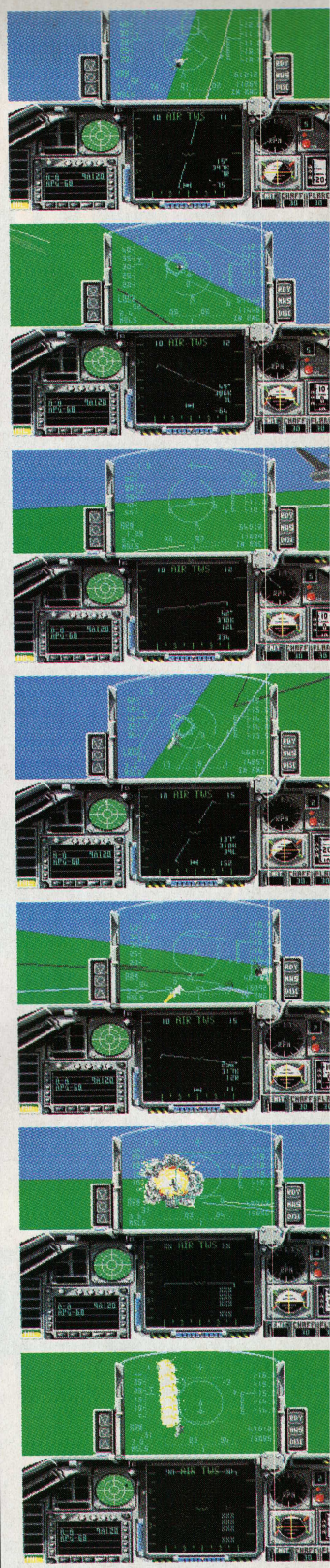
H) HEADING SCALE
Direction of the F-16

I) 5-MILE RADAR RANGING
Distance of enemy from 5 miles

J) ALTITUDE SCALE
Altitude in thousands of feet

K) DETAILED ALTITUDE
Altitude in digital read out

L) LANDING GEAR LIGHTS
Lit if the landing gear is down



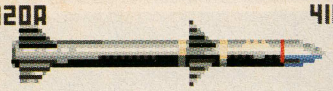
ALLY SUPPLY LINES

Friendly tanks are supplied by the trains and trucks but MiGs can intercept these supplies and Hinds can hit your tanks in the HQ. MiG attacks on the POL and Arsenal are more serious. If they are successful, the installation will be out of action for five missions. This means that the relevant supplies will be halted. If the POL is out of action then you will not be getting any more trains.

GTGA FALCON

THE VARIOUS AIR-TO-AIR AND AIR-TO-GROUND MISSILES OF THE F-16 FALCON

AIM 120A 410 lb

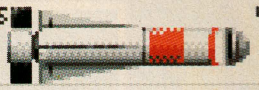


AIM-9J SIDEWINDER MISSILE – With an average range of 5 miles, the AIM-9J is a heat seeking missile used in air-to-air combat situations.

AIM 9M 195 lb

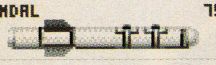
AIM-9L SIDEWINDER ALL ASPECT MISSILE – Very similar to the AIM-9J but filters out extraneous heat, such as flares and any chaff emissions.

AGM 65 464 lb



AGM-65B MAVERICK MISSILE – Optically guided missile used for air-to-ground missions only. You must dive in order for a Maverick to fire.

DURANDAL 751 lb



DURANDEL ANTI-RUNWAY BOMB – Very effective against runways as they drive into the ground.

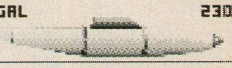
AGM 88A 410 lb

ALQ-131 ECM POD – Emits signals to jam enemy radar. The ALQ-131 should always be carried on air-to-ground missions.

MK 84 1970 lb

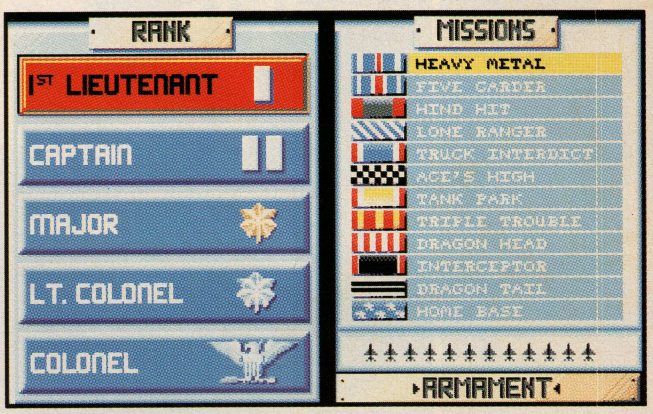
MK 84 2000LB LOW DRAG BOMB – Must rely on visual contact. These can be dropped from any height.

300 GAL 2304 lb



FUEL TANKS – Fuel tanks will increase your fuel load of 6,950 pounds with an extra 2,304 pounds.

AIR COMBAT PHASES AND TACTICS



It is generally agreed that there are three phases of air combat:

1) DETECTION AND AVOIDING DETECTION

You must see them before they see you. 80% of all engagements are won in this phase. The F16 radar has two modes. The track while scan (TWS) or God's Eye view mode has a range of 40 miles compared with the 27 miles range for the boresight mode.

When searching the sky for bandits, switch to TWS. Now the enemy radar range is about 15 miles so it is possible to track the bandit and still remain invisible to his radar. With practice you should be able to skirt around to the rear of the bandit and then close range.

As long as you do not stray into a +/- 60 degree arc of the bandit's nose he will not be able to detect you with his radar. At a range of eight miles you run the risk of being seen by the naked eye. At this point you should be on the bandit's six. This is his blind spot.

2) CLOSURE AND ATTACK

It is your job to be in the best position when the first message from the ground controller comes through. Making the kill after the MiG gets through doesn't win many friends on the ground.

The ideal position is for you to come up behind the threat. If you remain unseen, the first kill should be easy. After that things get tougher. Enemy aircraft are equipped with chaff to combat your A120 missiles and flares to deal with your AIM9Ms – and the escort aircraft have first rate pilots. However, if they haven't seen you then none of these count.

You will find that the escorting MiGs are more aggressive in Mission Disk II. It pays to use your advantages and keep them at arm's length. In fact, if you can identify them, hit the escorts first. They generally hang back from the main attack so don't get sandwiched between the bombers and the escort.

No missile system is 100% effective so be ready with your second missile. Firing two missiles certainly improves your chances, but it is an expensive form of insurance. At the higher levels, you can only carry a maximum of six air-to-air missiles. The cannon is very useful, especially if you go for extra aircraft.

Of course you can try to rearm and refuel by landing at the forward field. There is not much time between waves of aircraft so if you've set extra aircraft don't land unless you are pretty close to it anyway, or if you dealt with the first threat very quickly. Generally this option should be taken to rearm before going into enemy territory after a successful defensive activity.

Now, I have said that the best position is to come up behind the incoming threat. Although, the easiest approach is to head straight at them with all guns blazing (most of the time this will break up the attack), as you get gradually closer you could end up as the casualty. MiGs and Hinds are equipped with Atoll heat-seeking missiles (six miles range) and cannon (few hundred yards range).

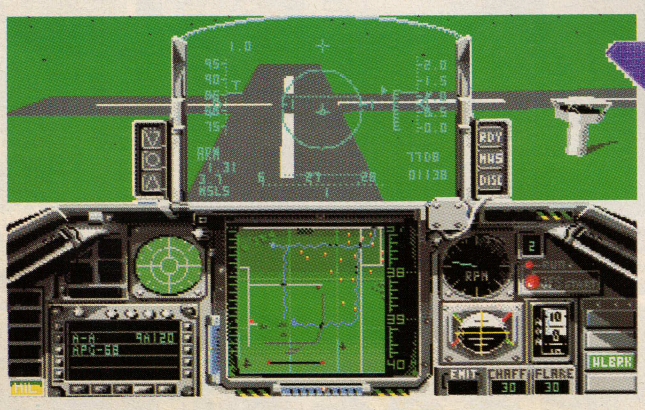
Head on attacks are certainly not recommended when there are MiG escort fighters in the air. The most likely conclusion is that you will end up fighting for your life while the bombers get through.

Attacks come from the north or the east. It is impossible to predict from which direction they will come, so it can be difficult to get behind the attackers.

The A120 Missile: This gives you a chance of making the first kill when you are still beyond visual range. Provided that you have remained unseen this weapon will surprise the enemy force and the chances of a kill will be high. However, if you charge in after the missile, the bandits will be alerted and will probably detect the incoming missile. At higher ranks they have a good chance of spoofing your missile, and at this stage you would be rapidly surrounded and in deep trouble.

2) MANOEUVER

Sooner or later you will be spotted and ACM will begin. This is the time to try some of the manoeuvers described in the Falcon manual. With the long range of modern weapons, disengagement is now very difficult. The important thing is to outlast the enemy. One of you will run out of weapons or fuel and the other will always be the victor. Never let the enemy come from behind as it is very difficult avoiding the enemy missiles.



THE MOST ADVANCED SOFTWARE ENTERTAINMENT EXPERIENCE

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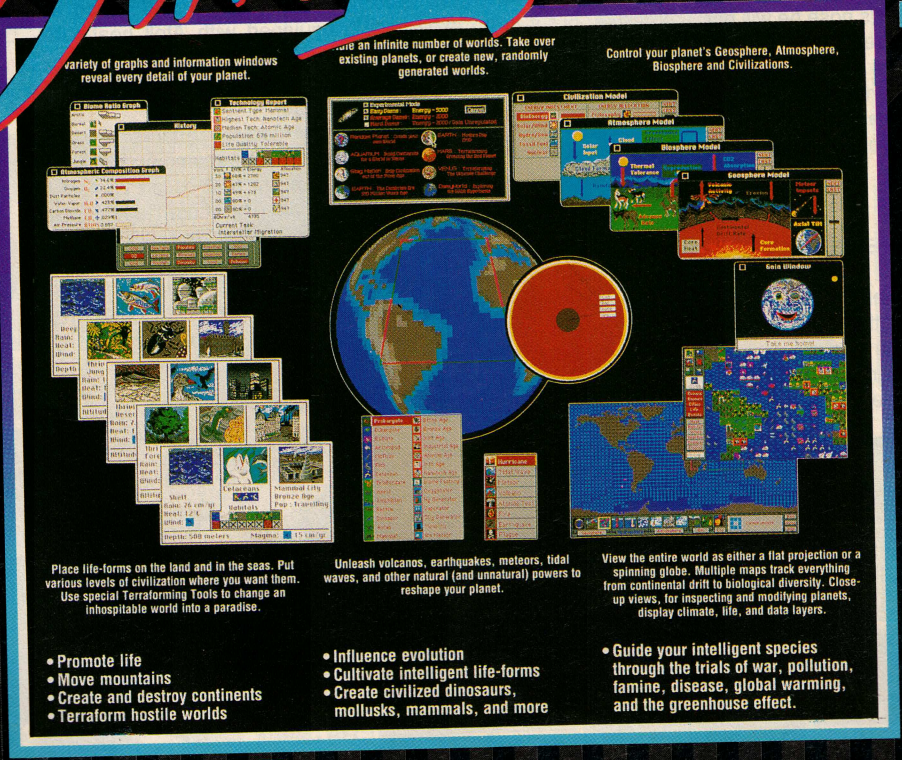
Take charge of an entire planet from its birth until its death - 10 billion years later.

Guide life from its inception as single-celled microbes to a civilization that can reach for the stars.



The Living Planet

Inspired by James Lovelock's Gaia hypothesis, SimEarth simulates the Earth as a single living organism.

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Die Hard 2 — Die Harder

"BIGGER, BADDER, LOUDER"

How can the same thing happen to the same guy twice? Well, just ask Bruce Willis's casting agency. It seems they double booked him and now he's back just one year and a few million dollars later to DIE HARDER. This time, Ho! Ho! (should I say Ho...Hum...) it's Christmas time in Washington and a team of terrorists have decided to move out of the real and somewhat dangerous world of excitement and terrorism and into the world of money and moviemaking. And who better to do it with, than the one and only incredibly unlucky off-duty psychic cop John McClane. As his wife circles above in a plane fast running out of fuel, Bruce has his hands full dealing with the horrendous deadly winter storm, an incredibly stupid staff of airport police and that familiar old tune that he just can't get out of his head. It's all out war, a heart stopping, jet propelled journey through excitement and terror. (I didn't write that bit ... I think Bruce's mum did.) So fasten your seat belts and load up the nearest game you can get your hands on ... naaah, it's worth catching if you like a bit of action, but if it's a witty and profound dialogue, or post-kindy acting skills you're after, well I'd stick with the Muppet Show!

Moon 44

"SURE FIRE HIT"

Set in the year 2308, the Universe has been taken over by giant intergalactic corporations who are locked in a ruthless battle for planets where priceless chemicals, man's only source of fuel, are being mined by men and robots. What a plot! Space pirates ... need I say more? (Well for those of you who haven't guessed I'll complete ...) Space Pirates spend their dreary lives hijacking the vital (to whom?) space shuttles from the Moon 44 mining base which just so happens to be the location of an experimental defence programme using highly advanced helicopter gunships. Funny how coincidence prevails in Hollywood. Undercover investigator (and part time singagramme performer) Felix Stone has the massive responsibility of hunting out hijackers and taking the garbage out. However, if he misses the Monday night pick-up, he is under strict orders to blow the whole planet up, provided he returns with one male and one female robot so they can mate and have lots of baby robots. Well I didn't want to give too much away. A top Sci-Fi with superb graphics and sound that would make a terrific action game and is well worth catching.

A Murder in Boston

THE CHARLES STUART STORY ... (Doesn't quite deserve capitals does it?)

I mean really, unless you're a Yank, or unless you're incredibly inquisitive and have a photographic memory for trivia, it's very unlikely that you'd know how Charles Stuart is. Well here's your chance to find out. He was the 'perfect' husband. But when Charles Stuart tried to commit the 'perfect' murder, a nation was watching. And we don't mean the yuppie market of obsessed '30 something' viewers either! What really did happen that night in the car on the drive through Boston? Why was Carol's (Stuart's new young wife) baby not saved and what happened to the old one? (Wife ... not baby). Who were the Black Street Hoods that Stuart told police about and where can we get tickets to see them and honestly are they really better than MC Hammer or do they just like dressing up in American Street Gang gear and ditching yuppies' pregnant wives in the river? And anyway what does Hope have to say about all this? An intriguing and fascinating web of truths unravelled as the ensuing investigations shock the nation. What is the truth behind the murder of Mrs. Carol Stuart? And how bad could her Apple Pie really have been?

Die Hard 2 — Die Harder

Mio in the land of Faraway

A LAVISH, MAGICAL ADVENTURE

Based on the novel by Astrid Aldridge, Mio in the land of Faraway is an exciting adventure the whole family will enjoy. Provided you get rid of that teenage punk who calls himself your brother and who thinks a 'virus' is what's responsible for the mouldy goobie that's growing on the side of his neck. And while you're there you'd better ditch that weird and obscene cretin who keeps unplugging your computer and using your new Sting-Ray as a hairdryer! Then you can really enjoy the story of Mio who gets magically transported to the land of Faraway to search for his long lost father. Set in Mediaeval times, Mio soon finds out that he is in fact a prince and his father is King of Faraway. There resides in the land of Faraway the nasty Kato who turns little children into animals so Mio and his friend Jum-Jum must set out into the world of adventure to try and track Kato down. Beautifully filmed in Scotland and Sweden, this is a great and entertaining video for buzzing little bodies who will appreciate its fantastic features.

Basket Case 2

"THIS TIME HE'S NOT ALONE"

The horror maestro Frank Henelotter (responsible for the cult classics the original 'Basket Case' and 'Brain Damage') has dug deep into the darkest and dirtiest recesses of his deeply distorted imagination and come up with some clean and healthy Brady Bunch style family fun — the sequel to that most horrendous and totally believable ... (now you know someone's paying me to write this) BASKET CASE. You thought it was over, well think again horror fans .... the fun's about to begin. Belial is back .... and you thought a freefall from the top storey of a New York hotel would do the Siamese twins in ... well it didn't, it only made them MEANER!!!

Rescued from their fall by Dr. Freak, the twins find a retreat amongst more gruesome and malfunctioning beasts ... but a snooping reporter is about to find out just how well they really do function. OUTRAGEOUS, but keep the folks away ... you know some of them have delicate heart conditions.

'NAM

★1965~1975★™

Vietnam was a costly disaster for the United States . . . .

Could you – using the same resources – rewrite history and win the war America lost . . . . ?

As President, you must balance your military objectives against public opinion back home. The decision to be a hawk or a dove is yours . . . .

Your aim: to achieve what the Americans failed to do – prevent South Vietnam falling to the Viet Cong guerillas . . . .

'Nam is the result of four years extensive research by Matthew Stibbe, the author of the highly acclaimed Imperium . . . .

" 'Nam is incredibly accurate... (and) definitely rates as one of the best wargames in years" **CU Amiga Screenstar 90%**

DOMARK

Programmed and designed by: Matthew Stibbe

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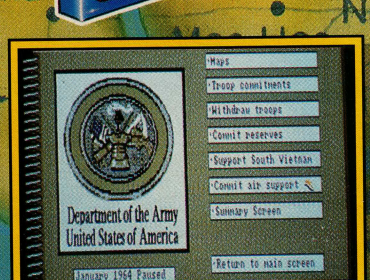
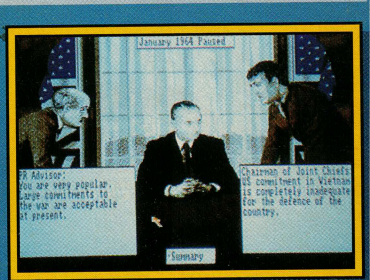
Available on: Amiga, Atari ST, IBM PC 3.5" & 5.25" & Apple Macintosh Amiga Screenshots





MEGATRAVELLER 1™

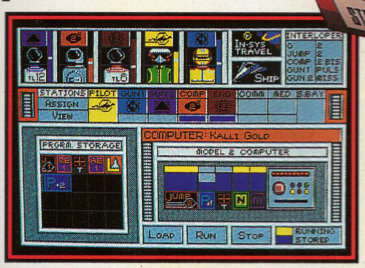
THE ZHODANI CONSPIRACY

TAKES SCIENCE FICTION ROLE-PLAYING LIGHT YEARS FORWARD!

" Heralded The American Computer Role-Playing Game of the Year!"

AVAILABLE ON:
ATARI ST • COMMODORE AMIGA
IBM PC & COMPATIBLES

The four legendary Frontier Wars have passed, each started by the Zhodani and each ending in a shaky peace....

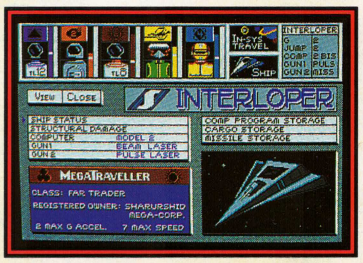


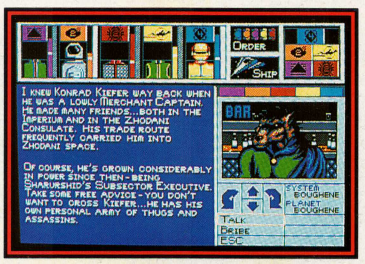
.....Now with the help of corrupt Imperium officials the Zhodani and the Outward Coalition are planning a fifth. Smuggling arms to traitorous groups within Imperium borders the Zhodani are planning to strike from within.

BASED ON MEGATRAVELLER BY GAME DESIGNERS' WORKSHOP, THE WORLD'S MOST POPULAR SCIENCE FICTION GAMING SYSTEM

VERSATILITY

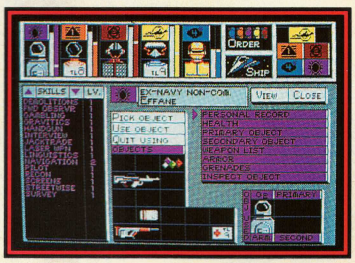
The most sophisticated character generation system ever devised: five military classes, more than 70 talents and abilities. Allows player to control character development through 5 services: Army, Navy, Marines, Merchants and Scouts.





IMAGINATION

Flexible gaming system supports any playing strategy and allows multiple solutions to problems and obstacles.

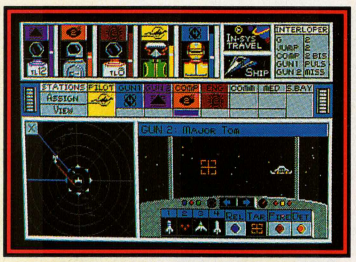


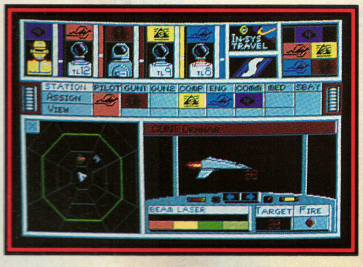
FIREPOWER

Realistic, combat sequences let you control each of your characters individually, while still giving general combat orders to the other members of your party. Utilise more than 30 weapons and skills in this advanced combat system.

"MegaTraveller 1, a game that truly warrants the highest level of praise, the attention to detail makes it exceptional!"

72 varied skills to learn and use including medical, piloting, communications, laser weapons, bribery, demolitions and handgun.



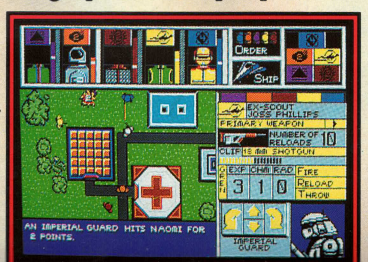


COURAGE

28 planets and satellites to explore in 8 systems filled with exciting puzzles, dangerous subplots and interesting characters to encounter.

RESOURCEFULNESS

Saving the universe costs money: a detailed bartering system lets players earn Imperial credits through interplanetary trading, with 30 types of cargo.



SCREEN SHOTS TAKEN

Supports Ad Lib Music Card and Real Sound for state-of-the-art musical score, digitized speech and realistic sound effects.

EMPIRE
STRATEGY

"MegaTraveller 1 is one of the finest role-playing computer games in at least the last three or four years."

"MegaTraveller 1 is one of the best science fiction role-playing games ever for the computer."

QUOTES TAKEN FROM DRAGON MAGAZINE U.S. & QUEST BUSTERS MAGAZINE U.S.

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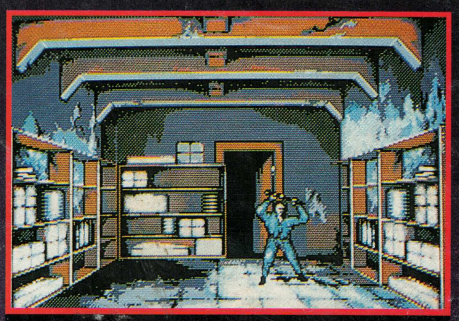
TEL: 0268 541212

ALCATRAZ

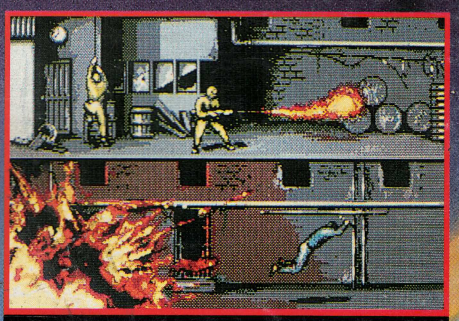
The island of Alcatraz stands empty and discarded - a relic of the past. But, as night settles, the ruins of the old prison comes to life. In an ironic twist of fate, Alcatraz is now the hide out of an evil drugs cartel, led by Miguel Tardiez, its cruel and callous chief. As a crack commando you are about to undertake the most perilous and daring mission ever. Your task - penetrate the island of Alcatraz and capture Tardiez. If you fail the State Department will simply deny any knowledge of your existence. There's no such thing as a dead hero.

It's the final countdown, as HQ gives the last briefing.

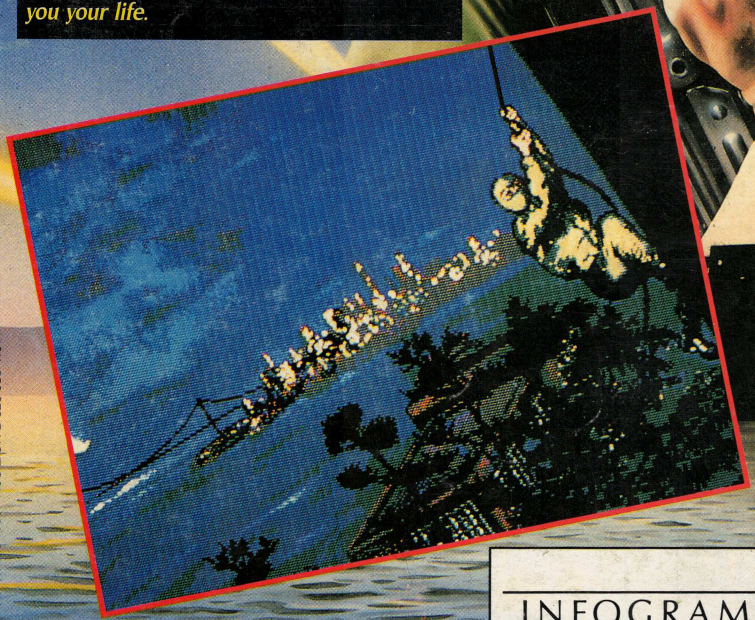


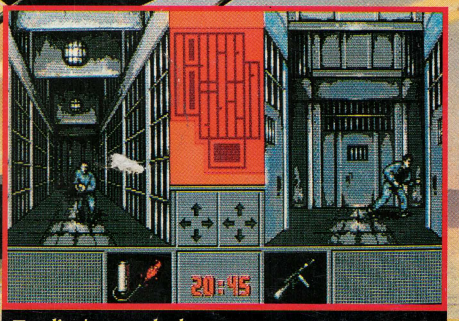
Track down Tardiez's men, as you move ever closer to the very centre of corruption.

Prepare with care, a simple mistake will cost you your life.



One false move and your cover is blown.





Tardiez's men lurk on every corner.

INFOGRAMES

FOR:
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